



CONAN

TOME OF SKELOS





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RULES & CLARIFICATIONS

Oversized Units

Oversized Unit Skills

If a scenario stipulates a unit is Oversized, that tile gains the Reach and Evasive skills in addition to whatever is printed on their tile. Units are only considered Oversized if the scenario says so.



Large Miniatures

Large miniatures present some challenges when fitting into zones. Units with exceptionally large bases may pass through smaller zones, but they can only remain in a zone in which they fit. Minor overlaps of base rims, jutting miniature features, and cosmetic zone features should not prevent miniatures from fitting in a zone. Players may want to discuss any potentially ambiguous zones and agree before beginning play.

Reminder about Large Miniatures

Just because a miniature is large in size does not mean it is considered an Oversized unit for gameplay purposes. A unit may be considered Oversized in one scenario and not Oversized in another.

Translation Errors

Mind Control: The English version of this spell indicates the target must not be in the caster's line of sight. This was a translation error. Line of sight does not affect whom the caster can target with this spell.

Flying: For this book, flying allows a character to fly over the elements of the scenery. Flight ignores the movement constraints and penalties of the terrain, and is not affected by hindering.

Frequently Asked Questions

Reach

Does Reach require the adjacent unit to be on the same level, or can they be different levels (i.e. ship and water, inn balcony and floor, fortress wall and interior, etc.)?

Reach requires units be on the same level. Connecting areas like stairs or the Fortress rock slides are considered to be at both the higher and lower levels and therefore Reach will work if attacking to or from one of these areas. Attacking a unit at a different level, however, requires a Ranged Attack or Spell.

Elevation Bonus

Do spells that allow you to cause damage at range incur an elevation bonus when used from an elevated zone?

No, the elevation bonus only applies to the Ranged Attack action.

Does Reach incur an elevation bonus for Melee attacks?

No. The only time Reach incurs an elevation bonus is if the special rules are used for the Inn map.

Constriction

If a unit has Constriction and Reach, Constriction can possibly move the target from one area to another. In this instance, does the damage from the attack happen before or after the unit is pulled into the attacker's area? (This can affect skills like Bodyguard, Support, etc.)

The movement from Constriction happens first. Thus, an allied unit with Bodyguard or Support would already need to be in the attacker's area for the skill's effects to apply.

Web Projection

What happens if a unit doesn't have enough movement points to escape because they have been poisoned? Are they immobile for the rest of the game?

No, if a Hero does not have the potential to spend the 4 required Movement Points to escape, they may escape by spending all of their free Movement Points and all points up to their exertion limit. In Adventure Mode, if an Overlord tile is caught in a web (by use of the Net item), the Overlord may use the unit's free Movement Points and gems to reach the 4 points to escape, even if the unit would not normally be able to reach 4 Movement Points. In Solo/Coop Mode, the Overlord tile simply uses all free Movement Points to escape.

Fascination

Can you perform Mind Control on someone with Fascination?

A unit cannot target an enemy unit with Fascination for any reason until they attack the unit.

Can characters with Fascination be damaged with area attacks?

Yes, unless the scenario indicates otherwise.

Concentration

Does concentration work to ignore hindering if you're only performing a simple Manipulation?

Simple Manipulations are not affected by hindering because there are no dice rolls required.

Mitra's Healing

Can casters use Mitra's Healing on themselves?

Yes.

Anchor:

If someone with Precision Strike uses the Anchor (which grants Circular Strike) and kills the first target, does Precision Strike go into effect for subsequent targets?

No. The player must choose if they are making a Precision Strike or a Circular Strike before they roll.

Activating Allies

How many movement points can an Ally have during an activation?

When the Ally is activated, they receive free Movement Points based on the value printed on their tile. When the Ally has used these Movement Points or attacked, the Hero who activated the Ally may spend additional gems up to the value printed on the tile to receive one Movement Point per gem.

Guard

What types of attacks can a Hero Parry?

Melee Attacks - A Hero can use a shield or a weapon with a Guard bonus to Parry, but not both.

Ranged Attacks - A Hero can use a shield to Parry.

Spells - A Hero can use a shield to Parry.

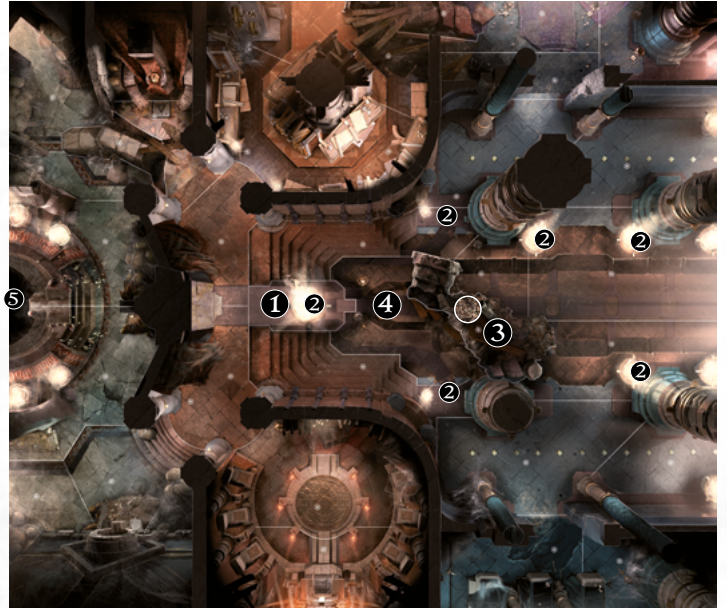
Area Attacks - A Hero can use a shield to Parry.

If a Hero does not have, or cannot use, equipment with the Guard bonus to defend, when they use gems to defend against an attack it is considered a Dodge.

GAME BOARD RULES

The Temple:

- ❶ Altar: The altar and other areas at the top of the stairs provide an Elevation bonus of 🏔️ for Ranged attacks at lower elevations.
- ❷ Braziers and Sconces: Braziers and sconces do not block line of sight.
- ❸ Collapsed Pillar: The collapsed pillar blocks line of sight to all areas attempting to draw line of sight through it, including elevated areas. A character can move into the collapsed pillar area from an adjacent area. The character must spend 2 extra movement points unless they have Climbing. The collapsed pillar does not provide an Elevation bonus.
- ❹ Moving from this area to the altar ❶ requires 2 additional Movement Points unless the unit has Climbing.
- ❺ Pit: Units cannot enter the pit, although items can be thrown into the pit. Items thrown in the pit are lost.



The Citadel:

- ❶ Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls 🎲🎲 for falling damage. If the character has Leap, the character rolls 🎲 instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra movement point. The balcony provides an Elevation bonus of 🏔️ to areas below the balcony.
- ❷ Wall Openings: These wall openings do not block line of sight, but are not large enough to allow movement, even by flying units.
- ❸ Bed: This bed is cozy to sleep in.
- ❹ Stairs: The stair areas provide an Elevation bonus of 🏔️ to areas below the stairs.



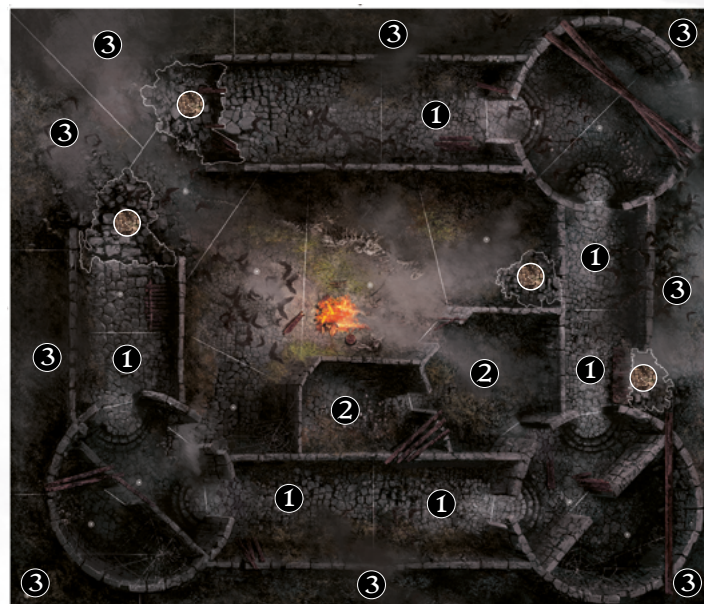
The Pict Village:

- ❶ The hut flaps at the entrance of each hut block line of sight. A character must spend 1 extra movement point to move across a border into or out of a hut.
- ❷ The huts with stone walls cannot be wrecked using Wall Wrecker.
- ❸ The outer walls cannot be climbed over, or wrecked using Wall Wrecker.
- ❹ The bushes do not block line of sight.
- ❺ Wooden Huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts. The walls of an occupied hut (see page 22 of the Revised Heroes' Book) cannot be wrecked using Wall Wrecker.
- ❻ Climbing: A character with Climb can move across boulders 🪨 as though they were a border by spending 2 extra movement points.



The Abandoned Fort:

- ❶ Only the areas directly adjacent to the towers areas have line of sight on the tower areas.
- ❷ The areas inside the fort do not have a roof. A character in a parapet area has line of sight on these areas and may jump into these areas.
- ❸ The nine areas at the edge of the board are adjacent to one another. A character may move through them normally to go around the abandoned fort.
- ❹ Lines of Sight: A character in a wall area has line of sight to each ground area within the fortress walls.
- ❺ Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character cannot move from a ground area to a wall area.
- ❻ Rock Slide: A character can move into a rock slide area  from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing.



The Ships:

- ❶ A character coming out of the hold must move in the area in front of its exit.
- ❷ All the areas of the game board have line of sight on the masts' areas.
- ❸ There is a line of sight from a ship area to a water area if the line of sight does not cross more than one ship area, including the line of sight starting area. The ship areas provide an Elevation bonus of  on the water areas. There is a line of sight from a water area to a ship area if the line of sight does not cross more than one ship area, including the line of sight finishing area.



The Inn:

- ❶ Apply this rule only if specified in the special rules section. A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of . A character in the bar's area or in a table's area, with or without Reach, may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit these areas with no movement penalty.
- ❷ Apply this rule only if specified in the special rules section. Bar Stools: A character in a chair token's area may pick it up for free when performing a Melee Attack. The chair token is immediately returned to the box and that character benefits from the chair's attack bonus as specified in the scenario (in addition to any weapon's Melee Attack bonus).
- ❸ Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
- ❹ Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 2 extra movement points.
- ❺ Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a banister from a ground floor area to a stair area by spending 1 extra movement point.



Solo/Cooperative Mode

"Damn peculiar things going on along this coast. But that's always the way when civilized men come into the wilderness. They're all crazy as hell."

- "The Black Stranger"

A DIFFERENT APPROACH

This rule set allows you to play through a campaign of linked scenarios with no need for an Overlord player. Players choose their Heroes from a variety of Archetypes and progress in terms of equipment and abilities. This rule set does not replace the original game or diminish its

spirit and style; it is a separate mode, with its own flavour and motivations. These rules were originally printed in the Conan Monolith Sourcebook (published by Modiphius) and have been slightly revamped for this book.

SOLO/COOPERATIVE PLAY RULES

The following rules assume players have a thorough knowledge of how to play Monolith's Conan Board Game. Those rules are not reprinted here, but are referenced herein, so prior experience playing the game is required.

Solo/cooperative rules allow players to play through specially designed scenarios that eliminate the role of the Overlord. Instead, the players follow a system of automated commands to control the Overlord's tiles and miniatures. The players do not need to think or strategize for the Overlord tiles and miniatures; the rules and the scenario will do the strategizing for the Overlord. If a situation ever arises that is not covered by the rules or scenario, the players may choose whichever option is in their own best interest.

For the Heroes, the Rules Don't Change

The first thing to understand is that the rules for Heroes are the same as in the original rules. They move, attack, manipulate, and cast spells as they always have. Their initial setup remains unchanged and is dictated by each scenario. The only difference is strategic. It requires a slightly different approach when battling the pre-determined commands of this non-player Overlord than it does against a human opponent.



THE OVERLORD

Overlord Setup

In addition to controlling one or more of the Heroes, the player(s) of solo/co-op mode must also serve as hands for the Overlord. This task could be assigned to a single player or be a shared responsibility for those at the table.

Fortunately, the process is simple. Each scenario will show you which boards to use, where to place the miniatures during setup, and which Overlord tiles to place on the Book of Skelos. Once these components are in place, locate the required double-sided tokens from the board game box.

It is important that you have one for each corresponding tile in the River. In most cases, you will require numbers 1 through 6, but this depends on the scenario. Remember to use the tokens that have the same grayish star-like design on the backside to ensure you will not know which Overlord tile is next to activate (see below).



Once you have these tokens, place them numbered side down in the Reserve zone of the Book of Skelos where the Overlord normally places their gems. (In this game mode, the Overlord does not use gems.) Note, however, that some scenarios have their own rules for Overlord activations; this is just the default method.

Determining Overlord Activations

The Overlord has a series of automatic commands, and it is up to the players to follow the scenario instructions, move the Overlord's miniatures, and roll the dice for attacks against their own Heroes. Before we outline these commands, we must know in what order, by what process, and how often the Overlord activates their tiles.

Each turn, the Overlord activates a number of tiles equal to the number of Heroes on the board. If at any time one of the Heroes is killed, the Overlord loses one activation (see Number of Overlord Actions below)

To activate a tile:

1. One of the players randomly picks up an activation token and flips it over to reveal the number.
2. Temporarily place this numbered token in the top left slot of the Book of Skelos (normally reserved for the Movement action). This number will correspond to one of the numbers on the River.
3. Whichever tile corresponds to this number will immediately activate (See Overlord Commands/Activating the Overlord Tiles below).
4. Once this activation is finished, take any additional activations the Overlord gets (again, this is dictated by the number of Heroes currently on the board or by the

scenario's special rules). Place the second activation token in the Guard action slot, and the third activation token in the Reroll action slot. If you're playing with four players, place the fourth Activation token directly into the Fatigue zone, as that is the maximum number of activations the Overlord will ever get per turn.

5. Once you are done activating tiles, remove all spent tokens from the three action slots and place them number side facing up in the Fatigue zone on the Book of Skelos.

Refreshing the Activation Token Pool

If the Overlord has activations available but all of their tokens are in the Fatigue zone, it is time to refresh the activation token pool.

To do this, flip the tokens in the Fatigue zone so the number sides are down, shuffle them, and place them in the Reserve zone. In this way, it is possible for a particular tile to activate twice during a single Overlord turn. This will increase in frequency as tiles are flipped (see "Dead" Tiles and Corresponding Activation tokens on next page).

Alternatively, you may use a small bowl or pouch to store the tokens in, so they are drawn blindly.

Overlord Defense

The Overlord does not roll for defense. To damage an Overlord unit, Heroes must simply overcome the unit's Armor Value (unless the scenario specifies otherwise).



Number of Overlord Actions

If one of the Heroes dies, the Overlord immediately loses one action. For example, at the beginning of a turn, with three Heroes on the board, the Overlord receives three activations. If a Hero is killed during the Overlord's second activation, that Hero is immediately removed from the board and the Overlord will not receive its third activation. On the next Overlord turn, the Overlord only receives two activations (assuming there are still two Heroes on the board and one didn't blow themselves up with an Explosive Orb or fall victim to a Counterattack).



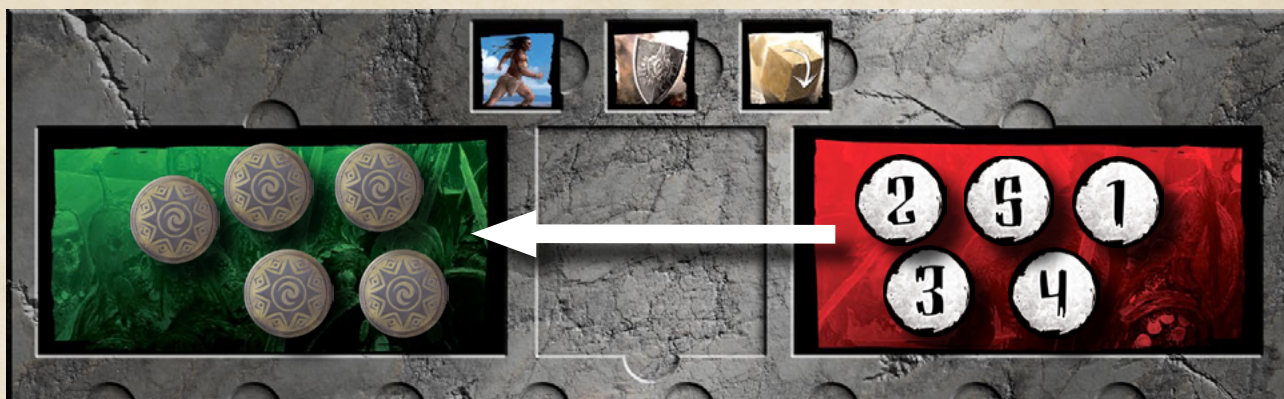
Here you can see the player is in the process of taking their third Overlord action for the turn. Tiles 4 (Khitan Acolytes) and 5 (Thak) have already activated this turn and number 2 has just been drawn, meaning the Giant Snake gets to activate. As the rules describe above, these activation tokens are drawn one at a time and the tile with the corresponding number is activated. These tokens are placed left to right in the slots normally reserved for spending Overlord bonus gems. In this way, you are reminded which activation you're on and how many you've taken. Once the Overlord has activated a number of times equal to the number of Heroes on the board, they will move the spent activation tokens to the Fatigue zone of the Book of Skelos.

If you're playing with 4 Heroes, the 4th token simply goes straight to the Fatigue zone as it is the final possible activation. Once all activation tokens in the Reserve have been spent, you will Refresh the Activation Pool (see below).

"Dead" Tiles and Corresponding Activation Tokens

Just like in the regular Conan rules, there will be times when a particular tile will be killed and won't return (via Reinforcements, for example). When you draw an activation token associated with a tile that has no miniatures left on the board and will not return, flip the tile, remove the

activation token from the Book of Skelos, and draw a replacement activation token from the Reserve. In this way, the flipped (and bloodied tile) stays in the River as a visual indicator that it won't be bothering you anymore and its token is removed from rotation.



Overlord Turn Quick Reference

1. Determine the number of Overlord activations (activations = number of Heroes on the board)
2. Anytime the Reserve zone is empty, return all activation tokens to the Reserve (numbered side facing down). Then, draw an activation token (as long as the Overlord has more actions available).
3. Activate the tile on the River that corresponds to the number on the activation token you have just drawn.
4. If the Overlord still has available activations, activate again by drawing another numbered token.

Overlord Commands/Activating the Overlord Tiles

As a general rule, an Activating Overlord Miniature will



attempt to attack the most vulnerable target, known hence forth as the Target Hero (see Determining the Target Hero below). The miniature(s) associated with the activating tile will attempt to attack the Target Hero by moving into the Hero's zone for a melee attack, firing a ranged weapon, or moving and firing a ranged weapon. If some of the miniatures in the activating unit can attack the Hero, they will, even if others cannot. Those that cannot will attempt to attack an Alternate Target Hero, if possible (see Determining an Alternate Target Hero) or will simply move as close to the Target Hero as possible. These rules will be detailed below. Once you have read them you are encouraged to consult the **Determining Target Hero** and **Alternate Target Hero Quick Reference Table** on page 10.

Determining the Target Hero

If possible, all miniatures associated with the activating tile will attack the Target Hero by using a Ranged Attack or Melee Attack action (or any special action such as a spell detailed in the scenario). **The Target Hero is the Hero with the fewest stamina gems in their Reserve zone.** That means, as long as the activating Overlord miniature can attack the Target Hero by moving into their zone for a Melee Attack, firing a ranged weapon, or by a combination of moving and firing a ranged weapon, they will attack that Hero. If there are two or more Heroes with the same number of stamina gems in their reserve and they can be reached by the activating Overlord miniature for an attack, whichever of these Heroes has the most gems in their wounds zone will become the target. If both of these values are equal, the players may choose which Hero will be attacked.

Note that most scenarios have special rules indicating which Hero a particular Overlord tile will attack. In some cases it will mean attacking the Hero with the most gems in their Reserve (see **The Strongest Hero**). In these cases, the scenario rules always override these ones.

Path of Least Resistance

An Activating Overlord unit will always follow the path of least resistance, and a route that would not risk damage to the unit, to make its attack. Sometimes this means not moving at all (if they share the zone with the Target Hero), and sometimes this means moving a number of areas up to their movement value in order to make an attack (either a Melee or Ranged Attack action). Hindering conditions and paths that could cause damage should be taken into account when determining the path of least resistance.

Cunning Attackers

In this game mode, when an Overlord tile associated with multiple units activates, each of these units will move, resolve their attacks, and then the next unit associated with the tile will activate. This is different than the regular rules where Overlord units must move before attacking or lose all unspent movement points. Players choose the order in which these units activate.

Hindering and Ranged Attacks

Once line of sight is determined against the Target Hero, but before making a ranged attack that would be affected by hindering, the activating Overlord unit will first attempt to move to avoid the penalty. In most cases, particular skills make this movement easy (Evasive) or entirely unnecessary (Elite Shooter). If the activating Overlord unit using the Ranged Attack is unable to avoid or ignore the penalties caused by hindering, or they would lose line of sight by moving, they will still attack the Target Hero and receive the penalty.

Hindering and Melee Attacks

If, while on its way to make a melee attack against a Target Hero, an activating Overlord unit would encounter hindering conditions, it will only make the move if it can actually reach the Target Hero's zone in the same move. Otherwise, it will select an Alternate Target Hero (see Determining an Alternate Target Hero) that it can reach for an attack as part of this activation. If it can't reach an Alternate Target Hero for an attack, it will simply move as close to the Target Hero as possible. Since miniatures resolve their activations sequentially, Hindering conditions should be reevaluated after each unit's activation.

Tiles with Units in Different Zones

It should be noted that not all units associated with a single tile will necessarily occupy the same zone when they activate. With that in mind, it may mean that some of the units will move to attack the Target Hero, while others will make their way closer to the Target Hero, or, if its within their capabilities, will select an Alternate Target Hero instead (again, see Determining an Alternate Hero).

The Strongest Hero

In many scenarios, there is a rule stating that a particular tile or tiles will attack the "strongest" Hero. In this case, follow these guidelines to determine the Target Hero:

1. First, check which Hero has the most stamina gems in their Reserve zone. That Hero becomes the Target Hero.

2. If two Heroes have the same amount of gems in their reserve, the Target Hero will be the Hero who has suffered fewer wounds.
3. If both of these amounts are equal, the players choose which of these Heroes is the Target Hero.

Determining an Alternate Target Hero

The following conditions will prevent an activating Overlord unit from attacking the Target Hero (again, that's the Hero with the fewest stamina gems in their Reserve), causing them to determine an Alternate Target Hero.

1. The activating unit cannot reach the Target Hero for a melee attack (due to other Heroes hindering this miniature's movement or simply because it does not have a high enough movement value to reach the Target Hero).
2. The activating unit cannot get a clear line of sight to attack the Target Hero with a ranged attack (even after moving up to their movement value).
3. The Target Hero has a power or effect that prevents that Hero from being targeted by an attack.
4. An Event or special rule may dictate that a particular tile will attack a particular Hero. In some cases, it will be the Hero who has the most stamina gems in their Reserve that will be targeted (see **Strongest Hero** on page 9). These instances will be detailed in the scenario.

If any of these circumstances prevent the activating Overlord unit from attacking the Target Hero, they will attack an Alternate Target Hero. In this case, the Hero they attack will be the Hero who has the second fewest gems in their Reserve zone and who can be reached for a Melee or Ranged combat attack (as per the same conditions above).

If ever two or more Heroes have the same (fewest in number) gems in their Reserve zone, then the activating Overlord unit will attack whichever has more gems in their Wound zone. If all these values are equal, the players may choose which Hero is the target of the attack.

If an activating Overlord unit is unable to attack any of the Heroes on the board, they will target the nearest Ally (if applicable). Otherwise, they will move as close as possible to the Target Hero.

Rerolls

Activating Overlord units that possess the reroll symbol on their attack dice    will always reroll a blank result, but will never reroll any other results. They will use all of the reroll options they have, but again, only to reroll any blank results. The Support skill works in addition to and by the same rules as any of these reroll symbols, though players should note that Support works differently for Heroes in this game mode. See below.

Reminder

An activating Overlord unit will always first try to attack the Target Hero. Even if the activating Overlord unit is in the same zone as another Hero, it will still break away to attack the Target Hero, if it can reach him during the same activation.

Avoiding Hindering with Ranged Attacks:

Let's say Xaltotun occupies the same zone as two Heroes, but neither of these two is the Target Hero. If Xaltotun had line of sight to the Target Hero, and he is several zones away, Xaltotun will try to avoid any hindering penalties before making the Ranged Attack. Because Xaltotun does not have either the Elite Shooter or Concentration skill, he would need to move to another zone (not occupied by Heroes) where he still has line of sight, to avoid the hindering penalty. If Xaltotun had the Evasive skill, he would not suffer a penalty for leaving this zone, but since he does not, he will need to rely on his base movement value of 2. Because the two Heroes would effectively reduce Xaltotun's movement by two, he would be unable to leave the zone. Though there is no way Xaltotun can avoid the hindering penalty, he will still attack the Target Hero.

Determining Target Hero/Alternate Target Hero Quick Reference

An Activating Overlord Unit must determine a Target Hero

- First, check which Hero has the fewest stamina gems in their Reserve zone. That Hero becomes the Target Hero.
- If two Heroes have the same amount of gems in their Reserve, the Target Hero will be the Hero who has suffered more wounds.
- If both of these amounts are equal, the players choose which of these Heroes is the Target Hero.

Determining Alternate Hero

- If an activating Overlord unit would be unable to attack the Target Hero for any reason (even after moving), players will determine an Alternate Target Hero
- The Alternate Target Hero is the Hero that has the second fewest gems in its Reserve zone and can be reached for an attack.

If two or more Heroes (that can be reached for an attack) have the same amount of gems in their reserve, the Alternate Target Hero will be the Hero who has suffered more wounds.

If these amounts are equal, the players choose which of these Heroes is the Target Hero.

- If an activating Overlord unit is unable to attack any of the Heroes on the board, they will target the nearest Ally (players choose which Ally).

On the ultra-rare occasion that players are unable to determine which Hero should be attacked by an Overlord unit, players choose any Hero within reach (for Melee or Ranged Attack Action) as the target of the attack.

SOLO/CO-OP SCENARIOS

We believe these scenarios are best played as a campaign, where equipment, Victory Points, Boons and story all contribute to the sense of progression. However, these scenarios can also be played independently of the campaign in Non-campaign Mode. The Options section of each scenario provides the equipment and spells you should use for your Hero Archetypes in Non-campaign Mode.

Skills

Sacrifice, Bodyguard, Spell Caster, Fascination: Overlord units only use these skills if the scenario outlines how they are to be used. Indeed, some scenarios provide rules for how an Overlord unit may cast a spell.

Wall Wrecker, Swimming, Intangible, Leap, Flying: Overlord units only use these skills when it allows them to reach the Target Hero more easily. If using this Skill allows them to avoid any movement or attack restrictions imposed by non-Target Heroes, or gets them to the Target Hero's zone (or a zone from which they can attack the Target Hero), they will use this skill. Otherwise, they will simply move to the Target Hero's zone for a close combat attack or to the closest square from where they can make a ranged attack.

Climb, Leap: Overlord units only use these skills if the scenario gives rules for doing so.

Poison: Unless a scenario defines Poison's effects, use these rules: When a unit with Poison attacks a Hero, instead of suffering damage, the Hero must place a number of Poison tokens equal to the amount of damage either on the Melee Attack space or the Move space of their Hero sheet. Each Poison token on an action space reduces by 1 the exertion limit of that action. When both exertion limits are reduced to zero, that Hero immediately dies. If additional Poison tokens are needed, you can use any other token to represent them.

Web: Overlord units will use this skill whenever possible, unless the unit is affected by hindering.

Support: For Overlord units, this skill works the same as the reroll rules for solo/co-op play and works in addition to any reroll symbols on the tile's attack value(s). For the Heroes, it works the same as in the traditional rules.

Counterattack: For Overlord units, this Skill works the same as the traditional rules. For Heroes who possess this skill, they may only use it once per Overlord turn.

Blocking: For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.

Protected: For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.

Jinx: Heroes who possess this skill may use it normally, but it may create a significant advantage. Use it at the players' discretion. For Overlord units, this skill works as normal.

Command: Heroes who possess this skill may use it normally. Overlord units do not target allies unless they cannot reach a Hero for a melee or ranged attack.

Optional Scenarios

Scenarios from the Hidden Chambers and Shadow Kingdom expansions are included in this campaign. These scenarios are optional, and included here for completion. Although they are not required for this campaign, they provide an additional challenge and additional rewards. Optional scenarios are indicated by .5 behind their campaign number.

Campaign Rules

The scenarios provided in this chapter are meant to be played as part of a campaign where the players will accumulate Equipment, Spells, Victory Points, and other progressive elements. Whether players intend to play through the campaign mode or not, we recommend players first try scenario one: Bay of Death Part 1. This was designed with simplicity in mind, so that players can easily learn the system without being overwhelmed.

For those who play in Campaign Mode, it is highly recommended that players keep a tally of the equipment, Boons and Victory Points acquired. These concepts are detailed below.

Equipment and Cache

Each scenario provides the opportunity for the Heroes to attain better equipment. Equipment is cumulative. Once acquired, Heroes have access to it for the remainder of the campaign. There are a few limitations and exceptions, however.

Starting a Scenario

Before playing a scenario, each Hero chooses equipment from their Cache to use (see below). Players are encouraged to read ahead about the scenario so they may choose their equipment accordingly. Equipment is not tied to any one Hero and players may trade amongst themselves in-between scenarios or during scenarios, if they want to drop or pass items as per the normal rules.

Cache

The cache is a pool of all the equipment gathered over the course of the campaign. If you drop or throw an item and don't recover it during a scenario, and you lose that scenario, you lose the piece of equipment. If you win the scenario, add it, and all equipment acquired during the scenario, to your Cache. Some scenarios have stipulations on adding items to your Cache if you lose the scenario. If players wish to play a scenario in Non-campaign Mode, their cache is listed in the Options section of the scenario.

Starting Equipment

Starting equipment is assigned to each Hero at the beginning of the campaign. They have access to this equipment during the first scenario and every scenario beyond that point. Starting equipment is never lost, not even if it is dropped or thrown. This equipment is stored in your Cache and may be shared among other Heroes as players see fit.

Spells

Heroes find Spells the same way as other equipment. In Campaign Mode, however, Heroes do not lose their spells, not even after a defeat. When putting together the asset deck for a scenario, place the Spell Book equipment card into the deck. This will ensure that, when face down, it will be indistinguishable from other equipment cards. In many scenarios, one Spell Book will yield more than one spell.

Once attained, assign these spells to the Sorcerer Archetype (see Archetypes and Starting Equipment below) so the player always has access to the spells, even if they select a different sorcerer character between scenarios.

Boons

In addition to accumulating equipment, players accumulate additional bonuses for their efforts. At the end of scenario 5, each player may choose one Boon to assign to their Hero's Archetype. These Boons are permanently attached to the Archetype, which allows players the option to change Heroes for new scenarios and never lose their progress. This way the Boon is never lost.

Hero Selection

With this campaign, we wanted to give players plenty of options as far as which Heroes they could choose. This, however, is a tricky balancing act. Particular skills and stats have the potential to "break the game." With that in mind, we compiled a list of Heroes players may choose from and grouped them into three Archetypes: Warriors, Rogues, and Sorcerers. Note that some of the Heroes' Skills will be less potent or potentially useless (see Skills above).

Each scenario has been written for 1-3 players to assume control of one Hero from each of the Archetype groups. Players may either play as the same Hero from one scenario to the next, trade who plays which Hero, or select an entirely new one from the archetype options.

Adding a Fourth Player

To play with four Heroes, add a Hero from the Sellsword Archetype (see below) and increase the starting number of Overlord activations from 3 to 4. Be sure to follow the rules for adding a fourth player in the Options section of each scenario.



Archetypes and Starting Equipment

For a standard 3 player game, decide which player will control each of the three archetypes.

Warrior

Warriors are your heavy hitters, such as Conan and Gorm. These characters will be expected to deal death during every scenario.

The options for Warriors are: Achilles, Afari, Amra the Lion, Baal-Pteor, Conan, Conan the General, Conan the Mercenary, Conan the Pirate, Conan the Thief, Conan the Wanderer, Conan the Warlord, Constantius, Heracles, Gorm, King Conan, King Kull, Olgerd Vladislav, Othryades, Pallantides, Shentu, Valeria the Warrior.

The following Heroes are considered warriors, but are not recommended for thematic reasons or due to their potential to affect balance: Conan the Conqueror, Nameless Horror, Thak, Vanir Valkyrie, Winged One, Yogah of Yag, Zaporavo.

Starting equipment: Sword

Rogue

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be very useful for securing objectives and/or acquiring equipment from chests.

The options for Rogue Heroes are: Amboola, Atalanta, Balthus, Belit, Belit the Princess, Brule, Ghayoor, Ikhmet, N'Gora, Niord, Octavia, Savage Belit, Shevatas, Taurus, Zenobia.

Starting equipment: Dagger and Throwing Knives

Sorcerer

Sorcerers are adept at casting spells. These spells provide aid to other Heroes, make themselves more difficult to hit, and/or allow them to deal their own share of damage.

The Options for Sorcerer Heroes are: Hadrathus, N'Yaga, Pelias, Shubba, Skuthus, Taramis, Xaltotun, Zelata.

The following Heroes should be considered Sorcerers, but are not recommended for thematic reasons or due to their potential to affect balance: Yogah of Yag, Zogar Sag.

Starting equipment: Dagger, Set's Halo, Ymir's Retribution

Sellsword (Fourth player option)

Sellswords can fill many roles. Some are more adept at combat, while others play a supporting role. We recommend the following options for the most balanced experience: Amboola, Belit, Belit (Queen of the Black Coast), Constantius, Ikhmet, Kerim Shah, Leonidas, N'Gora, Odysseus, Shafiah, Valeria.

Starting equipment: Choose one of the following sets.

- A. Tribal Mace & Shield
- B. Ornamental Spear & Javelin



Defeat

Heroes “killed” during a scenario are unconscious rather than dead. They will rise to fight another day in subsequent scenarios. But that doesn’t mean there are no consequences for losing a scenario. If all Heroes are unconscious during a scenario, the Heroes suffer a Defeat and face the consequences. First, they lose one victory point from their pool (see Victory Points and Rank below). Additionally, they might not gain any or all the equipment available in the scenario (see individual scenario descriptions). Some scenarios include a few thematic punishments as well. All of these are detailed at the end of scenario descriptions.

Victory Points and Rank

To add an additional challenge to the already challenging scenarios, players may wish to run a tally of their accomplishments. At the end of each scenario, players will acquire victory points based on how well they did in the scenario. Each scenario details the victory conditions, but in general

one victory point is awarded for each Hero that did not die during the scenario. Some scenarios will offer the players a chance to collect extra victory points. If Players suffer a Defeat, they lose one victory point from their pool (and gain zero, obviously). If they haven’t collected any victory points when they suffer a defeat, their victory point tally drops to negative 1.

Rank

At the end of the campaign, players should add up all the victory points they received during the campaign and compare their earnings to the chart below.

Victory Points and the Fourth Player Option

If you have decided to play one or more of the scenarios using the fourth player option, ignore the fourth player when calculating victory points. For example, if during a four player game, all four Heroes survive, they will only acquire 3 victory points.

Betrayal of the Infernal Shaman VICTORY POINTS

Total	Rank	Description
Up to 8	Weakling	Only Mitra knows how you managed to survive. None shall remember your name.
9 - 12	Sea Dog	You’ve felt the sharp sting of defeat, but also the hot blood of your enemies. Perhaps someday you will win a battle worthy of remembrance, but it is not this day.
13 - 15	Captain	You are feared and respected in the streets of Tortage. Friends boast of your efforts and enemies daren’t whisper your name. Will Nemedian scholars take note? We shall see...
16+	Legend	Neither flood nor quake shall erase your name. Future kingdoms shall drink to your shade and perhaps even the gods will feast in your honor. But not Crom—he cares not.

THIS BEGINS

BETRAYAL

OF THE INFERNAL SHAMAN





Campaign book



PRELUDE BACK IN THE VILLAGE

"What sinister events transpired in that damnable Pict village that caused our captain to descend into madness remain a mystery. No one save the captain returned from whatever profane rendezvous occurred. Rumors and conspiracy slither through the ranks of the crew like tentacles in the deep. Fear reigns. We dare not contemplate our fate, as our fate seems to ebb and flow with the captain's fevered whims. Mostly we sit, eyeing each other suspiciously. Quiet. Uncertain. Afraid, drifting upon this Bay of Death."

- Final entry recorded in the log of the Wastrel. Found washed ashore on a beach three hundred miles north of Kordava.

Back in the village Zaporavo had intended to procure certain artifacts, weapons of power that would allow his employer to exert more influence over a squalid duchy just outside the reach of Zingaran politics. Betrayed, drugged or ensorcelled, Zaporavo lays in a Pictish hut, burning with fever. His loyal crew spring into action with a plan to regain their weapons, find an antidote and escape the village before the Pict shaman's magic exacts its horrible toll.

OBJECTIVE

The Heroes win if Zaporavo flees the board before the end of turn 5.

SETUP

The game starts with the Heroes' turn. The Heroes start in the area marked with ①. Heroes have no starting equipment. The Sorcerer starts with the spell Bori's Rage. For thematic reasons, choose Heroes that will not be used in the main campaign.

Randomly place the Tribal Mace, Dagger, & Parrying Dagger face up in the huts marked with ②.

Place the spells Teleport and Set's Possession on the table as a reference for Zogar Sag's activation.



After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Perform a complex Manipulation with difficulty of 2 to open chests. The asset deck contains: Life Potion, Pictish Fetish, Empty Chest.

EVENT

Alarm!

Players choose 2 dead Pict models to return to an area with their color icon and a reinforcement token.



SPECIAL RULES

Map Notes: Standard map rules apply. In addition, the wooden barricades may not be crossed by any model.

Target Hero: After the Life Potion is found, the Hero that last held it is the Target Hero.

Zaporavo: Zaporavo may not be attacked for any reason. He is affected by Blocking and Hindering, however.

Dead Tiles: If all models for a tile are killed, do not flip the tile. If a tile is activated and there are no models on the board, the activation is wasted.

Zogar Sag: when activated do the following in this order:

1. Cast Teleport to move through the hut wall to an outside area adjacent to the hut of the players choice.
2. Determine Target Hero, move and make an attack.
3. Cast Set's Possession on the Strongest Hero (or the Hero with the Life Potion). If neither of those Targets are eligible, choose an Alternate Target. If a Hero is already affected by Set's Possession, select the next Hero that is eligible.
4. Cast Teleport into a different hut area. Players choose the closest hut area.

Pictish Fetish: Zogar Sag may not cast Set's Possession on a Hero that is carrying the Pictish Fetish.

Fleeing the Village: A Hero may use a simple Manipulation to give the Life Potion to Zaporavo. Once Zaporavo has been given the Life Potion, any player may move him using his Movement Points once per turn for free. Heroes may not spend gems to increase Zaporavo's movement. Zaporavo must spend Movement Points as though he were crossing a border to exit the game board.

Way of Escape: A Hero may use Wall Wrecker on the Hut wall marked with the red X. If a Hero does not have Wall Wrecker, he must make a complex Manipulation with a difficulty of 3 to place a Wrecked Wall token. Heroes may add their Weapon dice to this roll. This creates an exit to the outside of the wooden barricade. This is the only place an exit can be created.

OPTIONS

Four Player Mode

- After setup, each Hero removes 5 gems from their Reserve zone to their Fatigue zone.
- Replace the Empty Chest with the Ornamental Spear in the Asset Deck.
- Zogar Sag casts Set's Possession twice during his activation.
- Reminder: The Overlord activates four times per turn.



1 2 3 4 5



15



Hero Victory: Leaving his crew either at the mercy of the savage Picts or with the captain's own knife in their gullet, Zaporavo hurriedly makes his way through the dense forest back to the bay where his ship is anchored. His lunatic paranoia would not allow witnesses to the sorcerous treachery that compromised his mind and mission.

He fumbles a cloth, wiping blood from his hands as he approaches the landing craft. Loyal they were, but the remaining crew must never know what had occurred back in the village.

Hero Defeat: Feigning death, Zaporavo watches a Pictish maul brain his last loyal crewman. With a howl, the savages leap and wave their weapons victoriously. After an eternity, the celebration subsides and Zaporavo slips away undetected, scrambling back to the beach. Approaching the rowboat, he smooths his garments, wipes blood and sweat from his face, and orders the craft back to the ship.

"Sir..." an oarsman begins, cautiously.

The captain shoots a stare that would freeze Leviathan's heart. No one else dares inquire about what had happened back in the village.

You are anchored in an isolated bay, three hundred miles north of Kordava when your captain starts throwing men to the sharks. One buccaneer is accused of inciting a mutiny; another is forced overboard because the captain doesn't like "the glint in his eye." Ever since the crew dropped anchor to trade with the Eagle-Picts, your normally taciturn leader has made all manner of erratic decisions. Something foul occurred when he left for a tryst with the Pictish chief, and it's clear to you he's no longer the man he was. But despite his sudden change in temperament, the crew remain loyal, and there are no signs of mutiny.

"What madness is this?" you muse.

You had decided to weather the captain's stormy mood, to shrink back into the masses, losing yourself among the

toothless mouths and sun-leathered faces, but then he targets a close companion of yours, suggesting the man has used sorcery to doom the vessel. Sure, he has dabbled in black arts—the accusation is fair—but he's not the summoner of demons the captain claims he is. Besides, your friend's sorcery has saved your blasted hide more than once.

Honour-bound to your companion and seeing your leader has gone mad, you decide the time has come for the feasting of swords. You fill your hand with steel, choose one of the captain's faithful followers, and cleave his skull to the teeth. As his body crumples to the deck, the crew erupt in howls, choosing sides and raising weapons. A quick glance from prow to stern paints a grim picture—you are grossly outnumbered. Your only hope is to hack through the wall of death and wash the deck in a captain's blood.

OBJECTIVE

The Heroes win the scenario if they kill Zaporavo.

SETUP

The game starts with the Heroes' turn. Heroes set up in the areas marked ①=Rogue, ②=Warrior, and ③=Sorcerer. The Sorcerer starts with Set's Halo cast.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Pay one gem for a simple Manipulation to open chests. The Asset Deck contains: Leather Armor, Cutlass, Buckler, Life Potion.

EVENTS

Whenever the Event tile is activated, complete both steps in order:

1. **Death From Below Deck:** Zaporavo calls for reinforcements. Roll to determine how many pirate miniatures to add in the reinforcement zone. Only reroll the die if the result is blank. A maximum of 15 Pirates can be on the board at one time.
2. **Protect the Captain!** Activate the Pirates tile (see below).

SPECIAL RULES

Map Notes: Heroes may not leave the ship to enter water zones. Only one half of the map is required for this scenario and the rest may be ignored.

Red Bossonian Guards: Target the strongest Hero.

Zaporavo: For this scenario, Zaporavo has the Protected skill. Zaporavo does not have Jump or Support.

Pirates: The pirates represent Zaporavo's Guards. When the Pirates activate, if they do not share a zone with him, they always attempt to reach his zone so they may serve as guards via his Protected skill. (Protected still works as normal, so any Overlord units will offer this benefit.)

When activated, Pirates only attack if there is a Hero in Zaporavo's zone, or if they have gotten as close to Zaporavo as possible and share a zone with a Hero. They still follow the usual rules for determining a Target Hero. In short, their priority is:

1. Move as close as possible to Zaporavo.
2. Once their movement is spent, whether they share a zone with Zaporavo or not, they will attack a Hero in their current zone using the default rules for Determining a Target Hero.

OPTIONS

Four Player Mode

- After setup, each Hero removes 5 gems from their Reserve zone to their Fatigue zone.
- Zaporavo has 14 Life Points.
- Pirates have the Untouchable skill.
- For the "Death From Below Deck" Event, roll .
- The Sellsword starts in area ①.
- Reminder: The Overlord activates four times per turn.

Substitutions

- **Hard Mode:**
Replace the Pirates in the River with the Kickstarter stretch goal Pirates:





1

2

3

4

5



12



Hero Victory: Heroes are rewarded one Victory point per surviving Hero and get all the items from the asset deck, whether they found them during the scenario or not.

Hero Defeat: Heroes receive no equipment from this scenario, and set their victory points to -1. Additionally, Zaporavo will be alive in the second scenario and the Heroes will begin play with one additional stamina gem placed in their fatigue.



2

BAY OF DEATH PART 2: DEVILS FROM SKY AND SEA

The deck under your feet has become a crimson slick. Your companions grin mirthlessly, chests heaving, their clothes red and gleaming like those of butchers. Over your own haggard breaths peal the cries of dying men who lie scattered at your feet. Your arms ache from a flurry of fierce strokes, but your nerveless hands yet grip steel. As you take in the grim scene, a fiery glow and whiff of burning wood reveal an awful truth: the ship is on fire.

Worse yet, a winged black form materializes in the hooded sky above. Bobbing in the air like a bat but man-like in proportions, the vile creature descends on the ship, eyes

burning with eldritch light. Over the sides of the stern, painted faces peer at you. A Pictish swarm is scaling the ship, apparently unfazed by the demon. It seems the devils of the forest have allied themselves with a devil from the Outer Dark, and the deck of your once-glorious vessel has become a hellscape.

As you take position, steeling yourself for the coming attack, you are forced to stifle a maniacal laugh. Have you lost your mind, or are the once-dead pirates—men you hacked to ribbons only moments ago—rising from the deck?

OBJECTIVE

The Heroes win if they drop 5 chests in the zone marked **2** and there are no enemies present in that zone. The Heroes don't need to be present in **2** to meet these victory conditions.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the reinforcement zone. 

Set the Fire tokens on the table for use in this scenario.



If the Heroes lost the previous scenario, Zaporavo will continue to pose a threat. Place him on the map as indicated, but do not assign his tile an Activation token.



After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone. If they lost the previous scenario they must move 4 from Reserve to Fatigue.

ASSET DECK

Heroes do not have time to open chests during the scenario. After the scenario, they will have the option to acquire some or all of the following items and spells: Telekinesis, Akbitanan Sword, Explosive Orb, Parrying Dagger, and Bossonian Bow, Spiked Shield.

EVENTS

There are two events in this scenario. Activate only the event with the corresponding number and complete all parts of the event in the order presented.

Event 1:

- The Dead Return:** Up from the blood-soaked deck rise the fallen pirates, burning with unnatural life. Roll  to determine how many pirates arise. Reroll the die once if the first result is blank. Add the Pirates to area **1** or **2**, whichever is closest to the Target Hero. If they would not be able to reach the Target the Hero from either zone, place them in the zone that would allow them to attack an

Alternate Target Hero. If neither is possible, players choose which of the two areas to place them in. If there is a Fire token in **1**, pirates will no longer spawn there and will spawn in **2**, where Fire tokens may not be placed. A maximum of 15 Pirates can be on the board at one time. Once the pirates are placed, activate them.

- Zaporavo Yet Stands:** Activate Zaporavo after the pirates have activated. He no longer has the Protected skill, as the dead do not obey him. His tile functions as printed.

- Fire Arrows:** Roll to see if a Fire token is added to the map (see Fire! under special rules).

Event 2:

- Enter the Pictish Horde:** The sharks have mysteriously vanished and now the water is teeming with Picts, some of whom are already climbing the ship. Roll  to determine the number of Pict Hunters you will place in **2**. Reroll the die once if the first result is blank. A maximum of 15 Pict Hunters can be on the board at one time. Picts do not activate as part of this event.
- Fire Arrows:** Roll to see if a Fire token is added to the map (see Fire! under special rules).

SPECIAL RULES

Fire! The invading Picts started a fire on your ship. Roll  to determine the fire's intensity (shown as a 1, 2, or 3 on the Fire token). Reroll the die once if the first result is blank. Unless the reroll is also blank, place the initial Fire token in any zone except **2** or the stairwell (marked with a chest). Subsequent Fire tokens must be placed in a zone adjacent to an existing Fire token.

The number on the Fire token denotes how many unpreventable wounds a miniature takes if they move into a Fire zone, as well as any round they start in a zone with a Fire token. Each unit already in a zone when a Fire token is placed in that zone immediately takes 1 unpreventable damage. Overlord miniatures will always avoid zones with a Fire token when moving. If there is no way to reach a Target Hero or Alternate Target Hero, they will remain in their current zone when they activate (even if they have Leap).

Leaping the Flames: A Hero with Leap may leap over one zone containing a Fire token to an adjacent zone. Follow the rules for Leap by considering each zone with a Fire token to be a leap area. The number on the Fire token is the number they must match or beat by the red die roll. A Hero may never leap more than one zone as part of the same action.

Outer Dark Demon: The Pictish sorcerer has summoned a vile demon from the Outer Dark. The Outer Dark Demon is unaffected by Fire tokens. The Outer Dark Demon will target the Strongest Hero.

Chests: Place one chest in the stairwell zone of the ship to indicate where Heroes pick up chests. This chest does not affect how many miniatures you can place in the zone (3 normal-sized miniatures is the threshold). A Hero in this zone may spend one gem for a simple Manipulation to retrieve a chest. This chest counts as two encumbrance and may be dropped for free or picked up again as a simple Manipulation. A Hero may only hold one chest at a time and may not throw the chest.

The stairwell zone: Only area ① and the adjacent mast zone have line of sight to units in the stairwell zone.

OPTIONS

Non-Campaign Mode

Zaporavo is alive in this scenario and players move 4 gems to their Fatigue zone during setup.

Cache: Buckler, Cutlass, Dagger, Leather Armor, Sword, Throwing Knives

Cache for 4 Heroes: Add Tribal Mace and Shield

Spells: Bori's Rage, Set's Halo

Four Player Mode

- After setup, Heroes move 4 gems from their Reserve to their Fatigue zone, 5 if they lost the previous scenario.
- The Outer Dark Demon has 14 Life Points (Winged One has 8 - see substitutions below).
- Heroes must place 6 chests in zone 2 rather than 5.
- Pirates have the Untouchable skill.
- Reminder: The Overlord activates four times per turn.

Substitutions

- The Winged One may substitute for the Outer Dark Demon with 6 Life Points instead of 10.
- **Hard Mode:** Replace the Pirates in the River with the Kickstarter stretch goal Pirates.



①

②

③

④

⑤



12

3

Hero Victory: Heroes are rewarded one Victory point per surviving Hero and may add the items in the Asset Deck to their Stash. Additionally, players may also add any items not obtained in the first scenario to their Stash.

Hero Defeat: Each player can choose one piece of equipment from the Asset Deck to add to their Stash.

True to their nature, the mutinous pirates turn on you as soon as your feet hit the beach, demanding what meager supplies you managed to haul from the burning shipwreck. Zingaran scoundrels, Barachan sailors, Kushite mercenaries—treacherous dogs to a man!

With a glint of steel, a thrown knife is planted in the gullet of the instigator, the tall, harsh Kushite first mate. His eyes bulge as he chokes and sputters on the blood bubbling from his mouth. The distraction is enough to allow you to make an escape. Threats and howls of rage ring out. Arrows zip by your heads as you dash headlong into the murky forest.

Climbing a wooded bluff in the dark, you hope to find a safe place in a seemingly abandoned signal tower overlooking the bay. The entrance is blocked with rubble so you and your companions scurry to the top of the crumbling

walls and fan out to explore the ancient structure. Faint moonlight reveals a time blasted compound composed of three standing signal towers and one collapsed. The inner courtyard is crisscrossed with thick, almost rope like webs.

You freeze as a dull chittering echoes around the stone walls. Moments pass. Silence. You begin to take a step and are greeted by the same sound and notice a slight vibration in the enormous tangle of webs. You stop. Silence again.

Suddenly you hear the clamor of the pirates ascending the bluff. You duck for cover as the first volley of arrows clatters around the ramparts. The thick webs shrouding the courtyard begin to vibrate erratically. The chittering grows louder and more incessant.

The realization creeps over you. This is no safe place.

OBJECTIVE

The Heroes win once all threats are eliminated.

SETUP

The game starts with the Overlord's turn. The Heroes start in the areas marked ①.

The Sorcerer starts with Set's Halo cast.

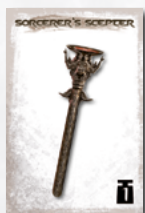
 After setup, each Hero moves no gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Pick up a Treasure token with a simple Manipulation or the Telekinesis spell to draw from the Asset Deck, which contains a Bossonian Bow, Empty Chest, Heavy Spear, Sorcerer's Scepter, and Spellbook (Pestilential Swarm, Yog's Hunger).

If the Telekinesis spell was not obtained in the previous scenario, add it to the Spellbook in the Asset Deck.

One item, not obtained in a previous scenario may be added to the Asset Deck in place of the Empty Chest card.

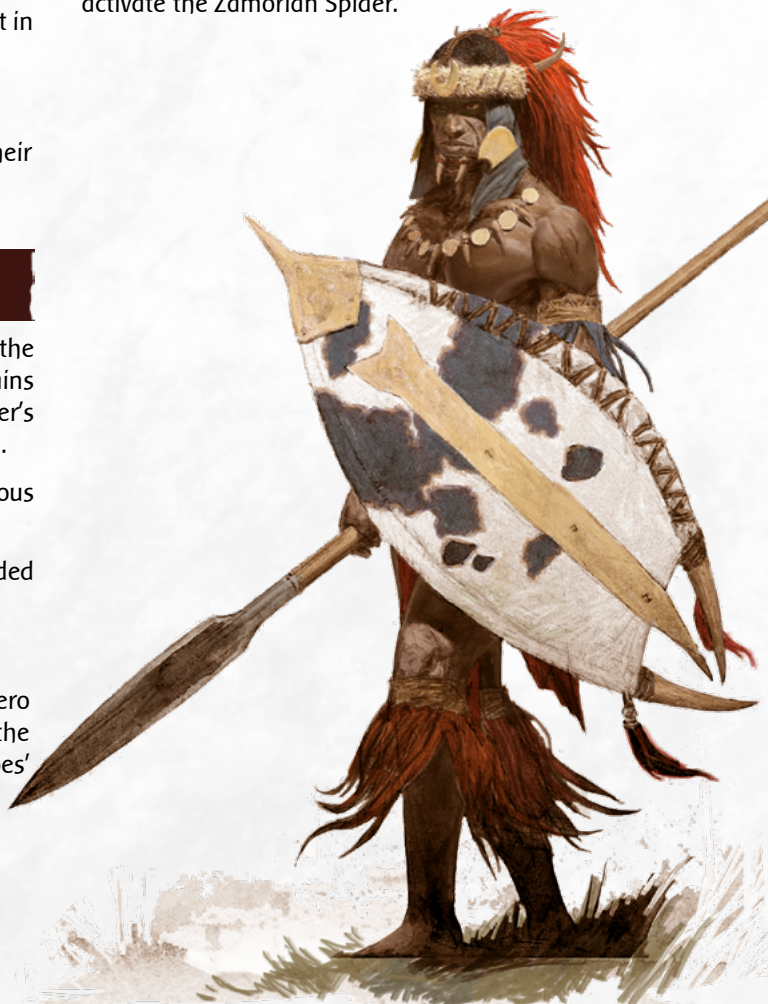


Sorcerer's Scepter

Place 1 red gem  on the scepter. A Hero may use this gem to cast spells. During the Start Phase and End Phase of each Heroes' Turn, move the  back to the card.

EVENT

Tangled Webs: The ancient structure is covered in spider webs. Players choose 1 Hero and 1 Overlord unit and attacks them each with a Web Projection. The Zamorian Spider may not be chosen as a target. An Overlord unit that has a Web token must use their next Activation to remove the Web token. Then activate the Zamorian Spider.



SPECIAL RULES

Map Notes: Walls, Boulder tokens, and doors may not be crossed by any character except the Zamorian Spider.

Treasure Tokens: The Treasure tokens in the courtyard may only be retrieved with the Telekinesis spell.

Ranged Units: Pirate Archers and the Elite Ballista do not move if they have Line of Sight to a Target Hero or Alternate Target Hero

Zamorian Spider: When the Zamorian Spider is activated, it will perform these two steps in order:

1. Use the Web Projection skill. Target a Hero without a Web token if possible, but otherwise follow normal targeting rules.
2. Move and attack. Select the Target Hero from those that have a web token. If no Hero has a Web token, the Zamorian Spider follows normal rules for Targeting. (This is an exception to the normal rules for Web Projection.)

The Zamorian Spider uses Climb to cross into any area.

The Zamorian Spider cannot be damaged. To kill it, all 3 Signal Lamps must be lit at the end of the Heroes' turn (see Signal Lamps below).

Web Tokens: Web tokens are not limited to those provided in the game. If more are needed substitute any other token. A character may have more than 1 Web token at a time.

Signal Lamps: A Hero may use a simple Manipulation to flip a Flame token to 2 to light a signal lamp.

A signal lamp may not be lit if the Zamorian Spider is in the area. When the Zamorian Spider enters an area with a lit Flame token, it extinguishes the light. Flip it back to side 1.

Elite Ballista: will Target the Strongest Hero.

Sacrifice Skill: Belit's Guards will use their Sacrifice Skill only on behalf of the Captain. The Captain will never use his Sacrifice Skill.

OPTIONS

Non-Campaign Mode

Cache: Akbitanan Sword, Buckler, Cutlass, Dagger, Leather Armor, Shield, Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Set's Halo, Telekinesis, Ymir's Retribution

Four Player Mode

- After setup, each Hero moves 3 gems from their Reserve to their Fatigue zone, 4 if they lost the previous scenario.
- The Captain has 12 Life Points and the Elite Ballista has 8.
- Reminder: The Overlord activates four times per turn.

Substitutions

- Shafiah or Ghayoor may substitute for the Captain.
- Hard Mode: Add 2 Pirate Archers to area 2.





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Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero and get all the items from the asset deck, whether they found them or not.

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Lose any equipment that they have found.

Dawn sees distance between you and the spider haunted signal tower as you wind your way along the foggy coast. A steady incline draws you up and away from the bloody bay. Before long, the slope leading back toward the beach shears off into a steep, rocky cliff. The crashing surf below fades and the silence of the forest presses in on your ears. Too silent.

Ahead, you see a wisp of smoke and the outline of a crude wooden palisade. You approach cautiously and find yourselves in the midst of three ramshackle huts at the edge of the cliff. Broken crockery and fish bones lay scattered around a smoldering campfire.

The hair on your neck stands up as you realize someone...

or some thing...is watching you from the tattered huts.

Suddenly, an abomination bearing aspects of both fish and man trundles from the stone hut pointing accusingly and blaring a distorted shriek. You stare at its bulbous eyes, covered in grey-green scales, its webbed digits, and protruding fins. As it approaches, a fetid smell, of fish, death, and decay washes over you.

You quickly find yourselves surrounded. The degenerate creatures poke and prod you with crude fishing implements, herding you until your backs press up against a crumbling well. Suddenly, a rumble of primal curiosity... and hunger emits from the well...

OBJECTIVE

The Heroes win the game once the Servant of Ahriman has been thrown over the edge.

SETUP

The game starts with the Overlord's turn. The Heroes start in the area marked with the Well token. The Deep One Champion is placed in the area marked with the number 1. Be sure to add the Hidden Chamber near the map.



After setup, each Hero moves 2 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

There is no Asset Deck in this scenario. However, set the Zamorian Chain and Anchor equipment cards near the Player area, since they will be used in the scenario. Also, set aside Dagon's Circlet as the reward for success.

EVENT

Complete both steps in order:

- 1. Break the Chains:** If the Servant of Ahriman is chained to the wall in the Hidden Chamber, it attempts to break free. Place a red gem on its base. Once there are 4 red gems on its base, the Servant of Ahriman breaks free. Move it to the Well token. Place the Zamorian Chain in the Hidden Chamber.
- 2. Surrounded!** 2 Reinforcement points.

SPECIAL RULES

Map Notes: Standard map rules apply. Only one half of the map is required for this scenario and the rest may be ignored. Units may not cross, or use Wall Wrecker on, a wooden barricade. The door on the center hut counts as a hut flap. There is Line of Sight from the Hidden Chamber to the area with the Well token.

Hidden Chamber: It costs 1 extra Movement Point to move between the area with the Well token and the Hidden Chamber.

Reach Skill: Deep Ones will always stop in an adjacent space to benefit from their Reach Skill if possible. The Reach skill may be used to attack into the Hidden Chamber from the area with the Well token.

On the Edge: For all attacks in the area with the Well token, when a character's attack power is determined, if any die shows 2 or more symbols, the defender is moved into the Hidden Chamber after the attack is completed.

Deep One Champion: The Deep One Champion is considered a Deep One. It targets the Strongest Hero. When it is killed, place the Anchor equipment card in its area.

Poison Skill: The Deep One's stench is overpowering! Each time a Hero attempts to perform a Melee, Range, or Manipulation action, before completing the action add or remove Poison tokens (🐛) on their dashboard to match the number of Deep Ones (or their corpses) in their area. The Hero's maximum Encumbrance Value and Encumbrance limits for each skill are immediately reduced by 1 for each Poison token (🐛) on their dashboard.

Lingering Stench: If a Deep One is killed, place a red gem (🔴) in the area to represent its corpse. A Hero in an area adjacent to the cliff may perform a simple Manipulation (or use Telekinesis) to remove 1 (🔴) from the map.



Zamorian Chain: A Hero with the Zamorian chain that starts his turn in the Hidden Chamber does not pay the extra movement point to exit the Hidden Chamber. The Hero with the Zamorian Chain is also immune to Blocking until he exits the Hidden Chamber.

The Servant of Ahriman: acts in the following order while chained:

- Attempt to break free. Roll 1  (no rerolls). If the result is 2 or more symbols place, a red gem on its base. (See Break the Chains Event.)
- Attack Target Hero, if possible. While chained, the Servant of Ahriman does not move.

Once freed, the Servant of Ahriman moves and targets normally. When the Servant of Ahriman reaches 5 Life points, reduce its attack dice by 1 . At 0 Life Points, reduce its attack dice by 1 additional . After that, the Servant of Ahriman cannot be wounded any more.

Killing the Beast: The only way to kill the Servant of Ahriman is to knock it off the cliff. If the Servant of Ahriman is in an area adjacent to the cliff, the Heroes may attempt to knock it over the edge by constricting it with the Zamorian Chain and giving it at least 1 wound with the Anchor in the same turn. If successful, the Servant of Ahriman is dragged to a watery death. Discard the Anchor and Zamorian Chain, they are not carried over to the next scenario.

OPTIONS

Non-Campaign Mode

Cache: Akbitanan Sword, Bossonian Bow, Buckler, Cutlass, Dagger, Leather Armor, Shield, Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Set's Halo, Telekinesis, Ymir's Retribution

Four Player Mode

- The Deep One Champion has 12 Life Points.
- The **Surrounded! Event** has 4 Reinforcement points.

Substitutions

- The Dragon may substitute for the Servant of Ahriman.
- **Hard Mode:** Substitute Children of Gullah for Deep Ones and Haunter of the Pits for Deep One Champion. Consider them to have the Poison skill for this scenario.



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Hero Victory: If the Heroes win, they are awarded 1 Victory Point as a group. In addition, they find Dagon's Circlet hidden in the Servant of Ahriman's prison.

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Lose any equipment that they have found.

Exhausted from the constant fighting, you trek deeper into the forest, searching for somewhere to rest. It's not long before rustling leaves in the eerily silent woods alert you to a new danger: you are being hunted.

Quickening your step, you begin to see signs of what passes for civilization in these parts; rabbit snares and vegetable gardens. You recall the captain mentioning something about a village, and decide it is worth risking contact with the Pictish natives.

When you reach the village, you see damaged huts, hastily repaired as though a battle had been fought here recently. You hide behind a hut when you spot other crewmembers from the Wastrel milling about some of the huts on the outer edge of the village. It seems they've struck a bargain

with the Eagle-Picts for overnight shelter.

As a group, you decide to wait until nightfall and steal back the remaining treasure they stole from you. But as the moon slowly creeps from behind the clouds, you sense a strange tingle through your spine. Something unnatural was transpiring in this village, an unseen evil rising from hell to gnaw on your nerves. Your mind flashes to the crown stored in one of those pirate crates, and you know it can aid you in the coming fight against evil. But time grows short.

Do you risk engaging the pirates in search of the crown, or rush through the village and smite the sorcerer before they can finish their wicked incantation?

OBJECTIVE

The Heroes must kill Zogar Sag before he completes the ritual, or the Manifestation of Yog and all revealed enemies.

SETUP

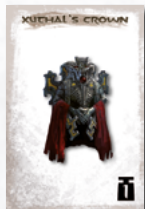
The game starts with the Heroes' turn. Place the Heroes on in the area with the Reinforcement token . Randomly place the numbered activation tokens 1 through 5 face-down in the tents marked A. Randomly place activation tokens 6 through 8 in the tents marked B.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Pay one gem for a simple Manipulation to open chests. The Asset Deck contains: Spellbook (Mitra's Healing, Born by the Wind), Atlantean Axe, Empty Chest, Tribal Shield, Explosive Orb, Xuthal's Crown.



Xuthal's Crown

When a Hero wearing Xuthal's Crown is affected by the Horror skill, their exertion limit is 3 instead of 2.

SPECIAL RULES

This scenario works differently than most scenarios. Activation tokens are not used to activate units, but rather to randomly choose which units spawn in the huts. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

Overlord Turn Sequence

1. Increase the time counter by 1.
2. Roll    (no rerolls). If the result is less than the

current round (as indicated by the Time token), activate Event B. Otherwise, nothing happens.

3. Activate all revealed Overlord units. Players choose the order of these attacks. Determine Target Hero or Alternate Hero for each activating unit as normal.

Map Notes: Standard map rules apply. Treat the Barricade tokens as outer walls that cannot be climbed over or wrecked using Wall Wrecker.

Huts: The first time a hut is entered, flip the Activation token and read the corresponding entry in the enemy chart below. Place the enemies listed in the hunt. Then roll  (no rerolls). If the result is a 2 or more, those enemies will interrupt the Heroes' turn and activate, attempting to attack the Hero who entered the hut. As soon as the revealed enemies have completed their activation, or if they did not get to activate, the Heroes will continue their turn. Wall Wrecker will also trigger this effect, just as if the Hero entered through a door (regardless of where they entered from). If Zogar Sag's hut is chosen (Hut 1), activate Event A.

Zogar Sag: For this scenario, Zogar Sag has the Protected skill.

Manifestation of Yog: Horror extends to all adjacent areas with Line of Sight.

EVENT A

The Ritual is Ruined: Zogar Sag's ritual has been interrupted. The alarm sounds and the village awakes. Make the following changes to the board:

Complete all the following in the order presented:

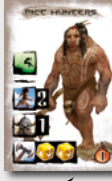
1. Flip each Activation token and spawn all enemies in each location as indicated in the Enemy Chart.
2. Move Activation tokens 1-6 to the Book of Skelos. These tiles will now activate following standard activation rules (draw 1 activation token per living Hero).
3. The Pirates, Elite Ballista, and Captain flee the village. Remove their miniatures from the board and remove 1 chest from each tent.

1  x3  x2  15 

2  x3  x2  x1 6 

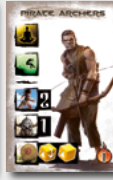
3  x1 6 

4  x3  x2

5  x1  x3  x1

6  x3  x1  x1 6 

7  x3  x3

8  x3  x1  x1 6 

EVENT B

The Ritual is Complete: Zogar Sag has summoned a demon to cleanse his village. As the Manifestation of Yog takes physical form through the body of Zogar Sag, the village awakes. Make the following changes to the board:

Complete all the following in the order presented:

1. Replace the Zogar Sag tile with the Manifestation of Yog tile (15 Life Points).
2. Flip each activation tile and spawn all enemies in each location as indicated in the Enemy Chart.
3. Move Activation tokens 1-6 to the Book of Skelos. These tiles will now activate following standard activation rules (draw 1 activation token per living Hero).

If the Heroes did not previously enter any tents marked B, the Pirates, Elite Ballista, and Captain will act as allies. They can be activated by any Hero with the Leadership skill.

If the Heroes previously entered any tents marked B, they will not aid in this fight and flee the village. Remove their miniatures from the board and remove 1 chest from each tent.

OPTIONS

Non-Campaign Mode

Cache: Akbitanan Sword, Bossonian Bow, Buckler, Cutlass, Dagger, Heavy Spear, Leather Armor, Shield, Sorcerer's Scepter (see page 22), Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Pestilential Swarm, Set's Halo, Telekinesis, Ymir's Retribution, Yog's Hunger

Four Player Mode

- Gorm, Captain, and Elite Ballista have 10 Life Points.
- When a Hero enters a hut, do not roll a die. The enemies automatically interrupt and attack.
- Reminder: The Overlord activates four times per turn after the event.

Substitutions

- Afari or Vanir Valkyrie may substitute for Gorm.
- Forest Demon may substitute for the Giant Snake.
- **Hard Mode:** Pict Archers may substitute for the Hyenas.
- **Hard Mode:** Earth Demon may substitute for the Giant Snake.



5 ACCURSED VILLAGE PART 2: HORROR ABOVE, HORROR BELOW

The Pictish shaman, his life fading, makes arcane gestures and traces sigils of gramarye, his final breath coming amongst whispered words not meant for the human tongue. In the darkness of the bowels of the earth below the village, something stirs in response...

With the village secure, you turn your attention to the unknown threat that led you here. You recall overhearing a former shipmate lamenting the loss of a map of the coast. The captured priest carrying it was consumed by a monstrous serpent in the forest. You formulate a plan to lure the beast to the village to retrieve the map.

Taking stakes from the crude palisade, you impale bodies on them, hoping the sight and smell will entice the serpent to enter the village. Meanwhile, your sorcerous companion

searches the shaman's hut and discovers a scroll revealing ancient lore about summoning the serpents of these primeval forests - it reinforces the idea of using the dead to lure the ophidian monstrosity.

As you wait for movement in the verdant foliage outside the village, you note with alarm faint sounds from below the ground, and increasing tremors beneath your feet.

Suddenly, howls and barking rend the air. From the gates pour a horde of beasts, intent on scavenging in a blood frenzy. The snake is not among them...

"Burn the bodies!" cries out the Sorceror, recalling more of the scroll. "The flames will dissuade the carrion-eaters and it is part of the summoning ritual!"

OBJECTIVE

The Heroes must slay the Son of Set, recover the Map, and exit the board through the area marked 2 before the Horror Below burrows to the surface and collapses the village into the bowels of the earth.

SETUP

The game starts with the Heroes turn. The Heroes set up in the area marked 1. Place 8 red gems in the Recovery Value Tile space in the Book of Skelos; this will serve as the Ascension Pool. The Tools in the hut represent a fire brand. Shuffle the extra 1 and 2 activation tokens and place them face down on the table. They will be used to place the Son of Set.

 After setup, each Hero moves 2 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Pay one gem for a simple Manipulation to open chests. The Asset Deck contains: Chain Mail, Life Potion, Life Potion.

Pay one gem to perform a simple Manipulation to cut open the Son of Set and remove the Spellbook (containing Mitra's Halo and Map) after it is slain.

EVENTS

Event 1: Horror Below

The Horror Below strives upward with increased vigor; thus trembles the surface above.

- Remove 1  from the Ascension Pool
- Guard actions suffer -1 success for the rest of the turn

Event 2: Collapsing Earth

Each time Event 2 is activated, perform the first action listed below not already performed.

1. Add a  token to the area marked 2.
2. Add a  token to the area marked 3.
3. Add a  token to the area marked 4 and then remove Event tile 2 from the river.

SPECIAL RULES

Map Notes: Normal map rules apply, but do not place any Boulder  tokens on the map at the start of the game.

Collapsed Earth: If a Hero occupies an area when a  token is added, or enters an area with a  token, roll  for falling damage. If the Hero has Leap, roll  instead. Leaving an area with a  token requires 3 extra Movement Points, 2 for Heroes with Climb.

The Son of Set may enter the area as normal but must pay one extra movement point to exit the area.

Ghouls and Hyenas must pay one extra movement point to enter and exit the area.

Ascension of the Horror Below: The entity awakened by the dying sorcery of the Pictish shaman strives to reach the surface. At the beginning of every Overlord turn, remove 1  from the Ascension Pool. When the Ascension Pool contains only 1 gem left, the entire board is affected by Horror.

When the Ascension Pool contains zero gems, the Horror Below breaches the surface at the end of the Heroes' turn and its gargantuan mass destroys the village. The Heroes have failed the scenario.

How Many Must I Slay? At the beginning of each Overlord turn, place all slain Ghoul or Hyena models in the reinforcement area.

The Feast is Over: A Hero may perform a simple Manipulation to take the fire brand (Tools card). A Hero with the Tools card may perform a simple Manipulation in an area with a Fire token 1 to burn the corpses and flip the token to the 2 side. A Hero may also throw the brand into the corpses to burn them using normal Throwing an Object rules.

When all four areas are aflame, the "How Many Must I Slay" rule no longer applies.

Son of Set: Ignore any activations (replace token and redraw) of the Son of Set until the conditions of The Feast Is Over have been met. The first time the Son of Set activates, draw one of the extra activation tokens set aside during setup, place the Son of Set model in the corresponding area, and then activate the Son of Set.

Awash in the Filth of Slaying: If the Heroes acquire the map from the Son of Set, remove 1 from the Ascension Pool - the ground is so saturated with blood, gore, and ichor that the Horror Below is lured upward to feast.

Blood, Fire, Stench: A unit must spend 1 extra Movement point to leave an area with a 2.

OPTIONS

Non-Campaign Mode

Cache: Akbitanan Sword, Atlantean Axe, Bossonian Bow, Buckler, Cutlass, Dagger, Heavy Spear, Leather Armor, Shield, Sorcerer's Scepter (see page 22), Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Born by the Wind, Mitra's Healing, Pestilential Swarm, Set's Halo, Telekinesis, Ymir's Retribution, Yog's Hunger

Four Player Mode

- After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.
- Son of Set has 12 Life Points instead of 8.
- Reminder: The Overlord activates four times per turn after the event.

Substitutions

- The Giant Snake may substitute for the Son of Set.





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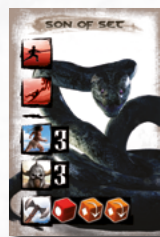
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Discard the Tools equipment card. It does not carry over to the next scenario.

Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero and get all the items from the asset deck they found during the scenario. **Boon:** In addition, each Hero is granted a permanent Boon. Choose one from the following list:

- Manipulation dice gain the re-roll symbol.
- Total Stamina pool is increased by 1.
- Free Movement value is increased by 1.

- A Hero with the Spell Caster skill may, once per turn, cast a spell a second time, ignoring the spell's threshold, so long as they have the Stamina gems to do so.
- Melee attack threshold is increased by 1 (max 6)
- Ranged attack threshold is increased by 1 (max 6)

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Lose any equipment that they have found.

As the earth heaves and the Pictish village crumbles into the sea, ancient stones poke through the dirt at the bottom of the newly formed crevasse. Tales spoke of an ancient city in these parts, long since buried by the same doom that sank Atlantis. What ancient treasures could be buried in this abandoned citadel, lost for millennia in the heart of the jungle?

Hideous shrieks and noises that freeze hot blood echo from the forest. No doubt the creatures of the wild,

disturbed by the earthquake, coming to investigate this newest disturbance to their abode. Or perhaps those are the sounds of long buried demons, released once more to torment the earth?

Gathering your courage, you make the long climb down into the crevasse. It will take more than the echoes of a few frightened beasts to keep you from those ancient wonders. And if they are demons? There is nothing steel can't slay.

OBJECTIVE

Recover the treasure and escape before the citadel is overrun at the end of turn 15. At least one Hero must leave the Citadel through the exit in the starting area in order to keep any loot recovered during the scenario.

SETUP

The game starts with the Heroes' turn. The Heroes start in the area marked with the red X.

Shuffle these 5 Trap Door tokens face down and randomly place them on the map as indicated.



Shuffle 12 Treasure tokens face down and randomly place them on the map as indicated.



Shuffle the extra numbered tokens 1 through 4 and place them on the map as indicated.



Shuffle 8 Fire Trap tokens and set them aside, the 1 side up.



Set aside 3 Pit Trap tokens, 3 Water tokens, and the Key.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require the Key and a simple Manipulation to open. The Asset Deck contains a Lockpick, Mantle of Gullah, and Spellbook (Summon Demon - Outer Dark Demon). Chests have a weight of 2 but cannot be carried out of the Citadel.

SPECIAL RULES

This scenario works differently than most scenarios. Activation tokens are not used to activate units, but rather to randomly choose which units spawn. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

Overlord Turn Sequence

1. Advance the Turn marker
2. Activate all revealed enemy units. Players choose the order in which to activate these units.
3. Spawn a monster in one of the areas with a reinforcement token. The location alternates each turn, so place the monster at location 1 at the ends of turn 1, 3, 5, etc. and at location 2 at the ends of turn 2, 4, 6, etc.

Trap Door: Heroes may spend one Movement Point to explore a Trap Door token and flip it. If the back of the token has an X, it is a dead end. If the Trap Door token has a number, place the Hero in the Hidden Chamber with the corresponding Trap Door number and spawn a random monster in the chamber. The monster will interrupt the Heroes' turn and activate. Once the monster has finished with its activation, the Heroes will continue their turn. Units may spend 1 Movement Point to move between a room and its corresponding Hidden Chamber, but they do not have line of sight to each other.

Monster Spawns: When you need to spawn a random monster, follow the rules for drawing an Activation token from the Book of Skelos, but instead of activating the corresponding unit, place its miniature in the intended location. If the monster is already on the board, draw another token. If all monsters are on the board, do not spawn another monster. Once all Activation tokens are in the Fatigue zone in the Book of Skelos, flip them face down, shuffle them, and place them back in the Reserve.

Doors: Doors require a Complex manipulation of 3 or Wall Wrecker to open.

Barricade: The barricade acts as a wall that cannot be crossed or destroyed.



Traps: The first time a Hero enters an area with a Treasure token, flip the token. If it's a 1, discard the token and nothing happens. If it is a 2, the Hero has triggered a trap. Roll 1 (no rerolls allowed) to determine the type of trap. If the result is blank, place a Pit Trap (max 3) in the area. If it's not blank, place a random Fire Trap in the area with the 1 side up. The Hero that triggered the trap immediately suffers the effect but does not lose any remaining free Movement Points.

Pit Trap: When a unit enters an area with a Pit Trap, roll 1 (no rerolls allowed) and suffer unblockable damage equal to the result. Leaving this area costs 1 additional movement point for Heroes without Climb. In addition, Heroes with Climb may choose to spend 1 extra movement point when entering the area to take no damage. Heroes with flying, and all Overlord units, are unaffected by Pit Traps.

Fire Trap: Heroes take unblockable damage equal to the value on a Fire Trap token whenever they:

- enter an area with a Fire Trap token, or
- start their turn in an area with a Fire Trap token.

Overlord units are unaffected by Fire Traps.

Wells: Heroes may use a simple Manipulation to investigate a face down number token to search for a secret well. Flip the token. If it is a 1, place the Well token in the room. Spawn the Deep One Champion in the room and activate it.

Sunken Key: A Hero in the same area as the Well may retrieve the Key by performing a complex Manipulation with a difficulty of 4.

Water Buckets: A Hero in the same area as the Well may fill a water bucket by performing a complex Manipulation with a difficulty of 2. Use a Water token to represent the bucket with a weight of 2.

Dousing the Fire: A Hero with a Water token may perform a simple Manipulation and discard the Water token to remove a Fire Trap token from their area, or an adjacent area if they have line of sight.

Nameless Horror: At the end of the Overlord's turn 10, spawn the Nameless Horror at spawn location 2 instead of a random spawn. In addition, flip all Fire Trap tokens on the board to the side with the higher number. From now on, whenever spawning a Fire Trap token, flip it to the side with the higher number after randomly drawing it.

OPTIONS

Non-Campaign Mode

Heroes may choose one Boon from the options listed in the Hero Victory section on page 32.

Cache: Akbitanan Sword, Atlantean Axe, Bossonian Bow, Buckler, Chain Mail, Cutlass, Dagger, Heavy Spear, Leather Armor, Parrying Dagger, Shield, Sorcerer's Scepter (see page 22), Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Born by the Wind, Mitra's Healing, Pestilential Swarm, Set's Halo, Telekinesis, Ymir's Retribution, Yog's Hunger

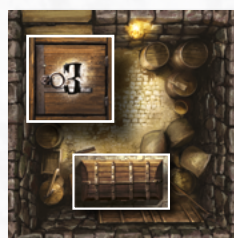
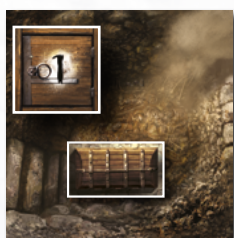
Four Player Mode

- After setup, each Hero removes 5 gems from their Reserve zone to their Fatigue zone.
- Increase the Life Points of each monster by 1.

Substitutions

- Giant Snake may substitute for the Son of Set.
- Giant Spider may substitute for the Zamorian Spider.
- Demon of the Earth may substitute for Deep One Champion.
- Manifestation of Yog may substitute for Nameless Horror.
- Servant of Ahriman may substitute for Scourge of Set.
- **Hard Mode:** When a door is opened, spawn 2 Ghouls in the room. The Ghouls will interrupt the Heroes' turn and activate. Once the Ghouls have finished their activation, the Heroes will continue their turn.





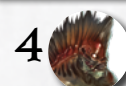
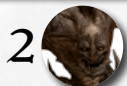
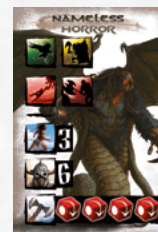
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Discard the Key equipment card. It does not carry over to the next scenario.

Hero Victory: If the Heroes win, they are awarded 1 Victory Point as a group and the items from the Asset Deck they recovered.

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Lose any equipment that they have found.

Moonlight glitters upon the placid water of a small bay. Jagged cliffs encircle it, shaped like a horseshoe, offering protection from the turbulent sea beyond. Its mouth is sealed off with a thick length of chain, preventing passage in or out, but a look around the decaying village suggests none have visited this port for many years. Despite your scouting efforts, it remains unclear who the original denizens were. Fishermen? Was this a military fortification? A pirate refuge? In such disrepair are the structures that the port's original purpose cannot be determined.

But that is of little concern. What matters is the ship still afloat on the sparkling water, its rigging and sails intact. If you can but loose that chain, you should be able to sail

south along the Western shore and back to civilization without further aggression from the devils of the forest. The links of the chain are mighty, made to withstand any handheld weapons, but with the right tools, you should be able to release the lock and sail to freedom.

One of the decayed buildings catches your eye. The soft glow emanating from its shattered windows would be welcoming if the rest of the scene wasn't so damned foreboding. If there's any chance of finding the tools to drop that chain, you expect to find them there. Besides, the familiar howls from beyond the tree line—the awful peal of man-eating ghouls—makes the gloomy structure a bit more appealing.

OBJECTIVE

The Heroes win the game once a Hero with the Tools equipment card moves into the zone marked .

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the reinforcement zone .

Place the Table, Chair, and Barrel tokens as indicated. In addition, place the Wall Wrecker tokens to act as Breach tokens (see Breach section in Special Rules).

 After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

There is no Asset Deck in this scenario. However, set the Yuetshi Knife, Spellbook (Whirlwind), Key, and Tools equipment cards near the Player area, since they will be used in the scenario. Also, set aside Scale Mail, Anchor, and Gift of Life as the rewards for success.

SPECIAL RULES

This scenario works differently than most scenarios. Activation tokens are not used to activate units, but rather to randomly choose which units spawn. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

Overlord Turn Sequence

1. Roll for Event effects and complete steps and associated activations (see below)
2. Activate all revealed monsters (those that have been revealed behind doors; see Doors below), but not the Ghouls—they only attack during the Event. Players may choose the order of these attacks. Determine Target Hero or Alternate Hero for each activating monster as normal.

Map notes: Areas with a Boulder token are inaccessible and can't be entered by any means (including Intangible). Wall Wrecker cannot be used in this scenario.

Breach, Table, Chair, and Barrel Tokens: The areas with Breach tokens serve as entry zones for Ghouls. Heroes carrying a Table, Chair, or Barrel token may perform a simple Manipulation to plug the breach by placing the token on top of a Breach token. Only one token may be on top of a Breach token at a time. When Breach tokens are covered in this way, Ghouls can no longer enter this area via the event.

Heroes may perform a simple Manipulation to pick up a Table, Chair, or Barrel token, each of which have an encumbrance of 2. They may be dropped any time for free. If you attack or are attacked while holding one of these tokens, you may add one to your Defense for the round, but must drop it in your area after the attack is resolved. You must also drop one of these tokens to make an attack.

When a Table, Chair, or Barrel token is removed from a Breach token, remove it from the game.

Doors and Monsters: Doors require a simple Manipulation to open. Each time a door is opened, draw an Activation token and follow the instructions according to the corresponding number.

Ghouls: Ghouls follow the standard activation rules but only activate as dictated by the Event. Their tile should not be placed in the River. Ghouls have one life point each.

Khosatral Khel: Khosatral Khel does not activate until his door is opened. A Hero who possesses the Key can open this door by performing a simple Manipulation. When the door is opened, roll . If the result is 2 or greater, activate Khosatral Khel and target the Hero who opened the door. Khosatral Khel is immune to damage caused by spells. A Hero who attacks Khosatral Khel with the Yuetshi Knife reduces his armor to 6 for that attack. When he's killed, place the Tools Equipment card in his zone.

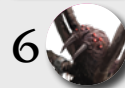
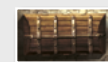


1

The door sticks as you try to open it, but with a bit of weight behind your push it swings wide and you stumble into the room. On the far wall, a great shattered window washes the chamber in eldritch moonlight. Curious gossamer wisps sway from the ceiling. Distracted, you do not initially spot the massive hairy monster clinging to the ceiling, watching you with eight hateful eyes.

Place the Hero who opened the door inside the room, along with a chest, the Zamorian Spider, and a web token. Add the Zamorian Spider's tile to the River and roll . If the result is 2 or greater, activate the Zamorian Spider and target the Hero in the room. Otherwise, the Hero may continue his activation.

To leave an area with a Web token, any unit other than the Zamorian Spider must spend two extra movement points. The chest requires a complex manipulation of 3 to open. Inside the chest is the Yuetschi Knife.



2

The roof groans as you open the door, and a great rumble shakes the building.

All units in the area with the Hero who opened the door must successfully Defend against an attack of 3 hits. You may not use Parry to Defend, but you may use a Shield. If they succeed, place them in an adjacent area of their choice. If a unit sustained damage, they remain in their area.

3

The door snaps backward and a massive sledge swings through the doorway into the hall.

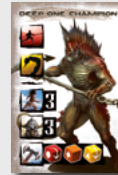
Whichever Hero opened the door must take a Dodge action (no Parry) to Defend against an attack of 3 hits. Place a chest in the room. The chest requires a complex manipulation of 3 to open. Inside the chest is the Whirlwind Spell.



4

The door opens, but the Hero who opened it remains outside of the room.

Place the Deep One Champion in the room, place its Activation tile in the River, and roll . If the result is 2 or greater, activate The Deep One Champion (normal activation rules apply). Otherwise the Hero may continue his activation. There is nothing else in this room.



5

The door opens, shrieking on rusted hinges. Inside is...nothing. A breeze howls from unseen cracks, disturbing dust and debris. There is nothing of significance in the room.

6

The Hero who opens this room is seized by a steely grip and wrenched inside the room.

Place the Haunter of the Pits, a chest, and the Hero who opened the door inside the room. Roll . If the result is 2 or greater, activate the Haunter of the Pits and target the Hero it pulled into the room. Otherwise, the Hero can continue their activation. The chest requires a complex Manipulation with a difficulty of 3 to open. Inside the chest is the Key. This key is used to open the door of the room with Khosatral Khel.



EVENT

The Event activates once at the beginning of every Overlord Turn. To determine what happens, roll .

If the roll result is a blank, remove a table, chair or barrel token from one Breach token in any zone (players' choice). Next, activate all Ghouls.

If the roll result is one, place 1 Ghoul in every zone that contains and uncovered Breach token. Only 8 Ghouls may be on the board at any one time. Next, activate all Ghouls.

If the roll result is a two, place 2 Ghouls in all zones containing uncovered Breach tokens. Distribute them evenly as possible. Players choose where to place any odd numbers.

Only 8 Ghouls may be on the board at any time. Do not activate the Ghouls this round.

If the roll result is three, remove all table, chair or barrel tokens covering Breach tokens. Next, place 2 Ghouls in each zone containing a Breach token. Distribute as evenly as possible. Players choose where to place any odd numbers. Only 8 Ghouls may be on the board at any time. Next, activate all Ghouls.

For this event, use the following Ghoul tile:



OPTIONS

Non-Campaign Mode

Heroes may choose one Boon from the options listed in the Hero Victory section on page 32.

Cache: Akbitanan Sword, Atlantean Axe, Bossonian Bow, Buckler, Chain Mail, Cutlass, Dagger, Heavy Spear, Leather Armor, Parrying Dagger, Shield, Sorcerer's Scepter (see page 22), Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Born by the Wind, Mitra's Healing, Pestilential Swarm, Set's Halo, Summon Demon (Outer Dark Demon), Telekinesis, Ymir's Retribution, Yog's Hunger

Four Player Mode

- After setup, each Hero removes 5 gems from their Reserve zone to their Fatigue zone.
- All monsters revealed in rooms have 8 Life Points.
- There may be up to 10 Ghouls on the board at one time.

Substitutions

- **Hard Mode:**
Replace the Ghouls from the Event with this Ghoul tile:



Discard the Tools equipment card. It does not carry over to the next scenario.

Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero and they may add the Scale Mail, Anchor, and Gift of Life spell to their Cache.

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. They may choose 1 of these items to add to their Cache.

As you sail onward, a sudden and mighty storm strikes, roiling the sea and carrying with it a thick and preternatural mist. Progress slows until the storm abates—to a degree at least. The mist, while lessened, still makes navigation nigh impossible.

Suddenly, the ship is rocked by a collision and you see an ancient, decrepit ship alongside yours. After recovering from the impact and surprise, you board it; what little can be made out through the swirling mist shows a ship fashioned in a style not seen for countless ages. Debris covers the deck, some of which appears to be skeletal remains.

While examining the ship, you lose sight of each other through the mist. You query one of your companions and are greeted with silence - which is then broken by a cry

of alarm. The mist comes alive with a coruscant illumination of various hues, so you move toward the source. As the mist thins, you see a large ornate mirror at the stern of the ship. Bones from the deck begin to glow and rustle. Then, they swirl and form some sort of serpent men from legend!

Below the elevated deck whereon sits the mirror, a final swirling of bones resolves itself into a massive serpent, with eyes that burn with human sentience and unguessed malevolence. Behind this ophidian menace you see the mirror no longer emits the lights that drew you to it, but rather a fading scene wherein your companion is on a different ship, battling for his life - and you sense you must destroy the mirror before the scene is fully gone to return them to your side!

OBJECTIVE

To win the game, the Heroes must destroy the Mirror Of Tuzun Thune by the end of turn 7, before the Rogue is trapped in the Thurian Age and Thulsa Doom is loosed upon the Hyborian Age.

SETUP

The game starts with the Heroes' turn. Heroes set up in the zones marked **1**=Rogue, **2**=Warrior, and **3**=Sorcerer.



After setup, each Hero moves 2 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with difficulty of 1 to open. The asset deck contains a Life Potion, Life Potion, Map, Tools, Stygian Artifact.

EVENT

Reinforce one Serpent-man of each type (if available) and one Deep One in the area with the Reinforcement token on the ship in the Hyborian Age and activate **newly placed** units.

Then, reinforce one Serpent-man of each type (if available) and one Deep One in the area with the Reinforcement token on the ship in the Thurian Age. Do NOT activate these units.

SPECIAL RULES

Map Notes: Normal map rules apply, except the ships are in different ages and have no interaction during gameplay.

Mirror of Tuzun Thune: The mirror of Tuzun Thune is located on the ship in the Hyborian Age, but Thulsa Doom cast a spell of illusion masking its location. To reveal the mirror in the Hyborian Age, the Stygian Artifact must be destroyed in the Thurian Age.

Once revealed, the mirror has 12 Life Points, is immune to all spell effects, and has 3 Armor. Destroying the Mirror of

Tuzun Thune within the allotted time returns all unit to their respective Ages.

Map: When a Hero picks up the map, immediately roll (no rerolls allowed). If the result is blank, place the token in the area marked **A** on the ship in the Thurian Age. If the result is not blank, place it in the area marked **B** on the ship in the Thurian Age. This represents the location where the Stygian Artifact must be destroyed.

Stygian Artifact: A Hero carrying the Stygian Artifact may ignore Jinx. To destroy the Stygian Artifact, a Hero must place it in the area with the token. The Hero must have the Tools equipment card and perform a complex Manipulation with difficulty of 3. Once the Stygian Artifact is destroyed, move the token to the corresponding location on the ship in the Hyborian Age. The spell has been broken and the Mirror of Tuzun Thune is visible.

Thulsa Doom: When Thulsa Doom activates, he will act in the following order: 1. Cast Yog's Hunger 2. Activate as normal

Ballista: The ballista on the Hyborian Age ship are in poor repair and most are unusable. The one marked **1** may be used once by performing a complex Manipulation with a difficulty of 2. If successful, Heroes may turn and fire it for . The Mirror of Tuzun Thune may be targeted. If the Hero fails the complex Manipulation, the ballista breaks violently and does (no rerolls) of unblockable damage to any Hero in its area.

OPTIONS

Non-Campaign Mode

Heroes may choose one Boon from the options listed in the Hero Victory section on page 32.

Cache: Akbitanan Sword, Anchor, Atlantean Axe, Bossonian Bow, Buckler, Chain Mail, Crossbow, Cutlass, Dagon's Circlet, Dagger, Heavy Spear, Leather Armor, Lockpick, Mantle of Gullah, Parrying Dagger, Scale Mail, Shield, Sorcerer's Scepter (see page 22), Spiked Shield, Sword, Throwing Knives, Tribal Mace

Spells: Born by the Wind, Gift of Life, Mitra's Halo, Mitra's

Healing, Pestilential Swarm, Set's Halo, Summon Demon (Outer Dark Demon), Telekinesis, Ymir's Retribution, Yog's Hunger

Substitutions

Hard Mode: Add a Deep One in the location with the red X and the Heroes must destroy the mirror by the end of turn 6.

Four Player Mode

- After setup, each Hero moves 6 gems from their Reserve to their Fatigue zone.
- Sellsword begins in the area marked 4.
- The Giant Snake and Son of Set have 15 Life Points.
- Reminder: The Overlord activates four times per turn.



1

2

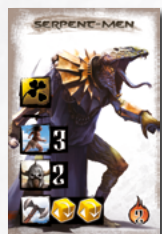
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4

5

6

7



10

4

10

Discard the Map, Stygian Artifact and Tools equipment cards. They do not carry over to the next scenario.

Hero Victory: If the Heroes win, they are awarded 1 Victory Point as a group. If Thulsa Doom is defeated in the Thurian Age, the Heroes are also awarded the Stygian Cloak.

Hero Defeat: If this scenario results in a Defeat, Heroes lose one Victory Point. In addition, the Rogue is trapped in another Age. Recruit a new Hero to replace the Rogue.

7 THE CURSE OF ZOGAR SAG

Peering from the mast, you see the faint outline of towers in the distance. Civilization, at last! You breathe a sigh of relief before glaring down to your once-loyal companions on the deck below. You quell the rage simmering in your heart at the sight of them. Even though they don't deserve to enjoy the comforts of civilization, you can't man this ship alone. Holding your tongue, you climb down the rigging. Ignoring their suspicious glances, you make for land.

Upon reaching the docks, you soon realize Kordava is not how you recall. The guards and town folk glare at you, and even the women of the night, once so welcoming, sneer as if you reeked of fish guts and perfume.

The ungrateful companion whose hide you saved a lifetime ago turns to you. "Something is wrong, my friend. Though I am indebted to you many times over for my life, I find myself constantly fighting the urge to slip my blade into your heart."

Hearing these words, you reach for your weapon, but he stays your hand with a quick motion. "Nay, my friend. I am not your enemy. That Pictish shaman has cursed us, the same curse that afflicted our captain."

You glare at him, but push down your suspicion. In your heart, you know he speaks the truth. "What must we do," you reply through gritted teeth.

"I fear there is but one way to remove this curse. We must destroy the artifact holding the essence of Zogar Sag to destroy his spirit. The Temple of Mitra in the heart of the city is known to hold sacred treasures from the north.

"It sounds simple to me," interrupts the rogue. "Let's raid the temple. We can gather all the relics," he continues, brandishing a metallic sphere you didn't realize he had, "and send them to Mitra in pieces!"

OBJECTIVE

The Heroes win the game once they destroy the Pictish Fetish, Shaman's Staff, and Stygian Artifact by throwing them into the area with the red X and then throwing the Explosive Orb in after them.

SETUP

The game starts with the Heroes' turn. The Heroes deploy in the area marked ①. Place 20 red gems in the Recovery Value Tile space in the Book of Skelos; this will serve as the Ascension Pool.

Assign each character an Overlord tile as follows to keep near their dashboard:



Set aside Activation tokens 1, 2, and 3 from the second set of Activation tokens provided in this expansion.

 After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a complex Manipulation with difficulty of 2 to open. The Asset Deck contains an Explosive Orb, Pictish Fetish, Shaman's Staff, and Stygian Artifact.

SPECIAL RULES

Map notes: Standard map rules apply.

Zogar Sag: Zogar Sag is a spirit and cannot be attacked, damaged, or Hindered, but he is included when determining Protected status or Hindering. When Zogar Sag activates, perform these steps in order:

1. **Cursed Possession:** As long as there is more than 1 Hero alive, Zogar Sag takes control of a Hero. Shuffle the extra Activation tokens assigned during Setup and draw one to randomly determine which Hero is possessed.
2. Activate the possessed Hero using the Overlord tile assigned to them during Setup. Treat the possessed Hero as an Overlord unit for the purposes of Targeting and Hindering during this activation. Once this activation ends, the Cursed Possession ends.
3. Activate Zogar Sag.

Priest of Mitra: When Xaltotun activates, perform these steps in order:

1. **Pray to Mitra:** Xaltotun prays for Mitra to protect him. Remove 5 gems from the Ascension Pool.
2. **Attack:** if any Heroes are in Line of Sight, Xaltotun will attack them with his Ranged attack.

Note: Xaltotun does not move from the altar.

Blood Sacrifice: Each time any unit dies, remove 1 gem from the Ascension Pool.

Bossonian Guards: Before activating the Bossonian Guards, add 1 guard to each area with a Reinforcement token. Then activate all Bossonian Guards. A maximum of 15 Bossonian Guards can be on the board at one time.



Khitan Acolytes: Before activating the Khitan Acolytes, add 1 acolyte to each area with a Reinforcement token. Then activate all acolytes. A maximum of 10 Khitan Acolytes can be on the board at one time. Acolytes target the strongest Hero.

Manifestation of Mitra: If at any time there are no gems in the Ascension Pool, the Manifestation of Mitra awakens and the priest escapes through a secret door. Replace the Xaltotun tile with the Manifestation of Mitra tile. In addition, place a second Manifestation of Mitra tile at the end of the river. Place an Activation token for this tile face-up in the Fatigue zone of the Book of Skelos. The Manifestation of Mitra targets the strongest Hero and is considered an oversized unit.

OPTIONS

Non-Campaign Mode

Heroes may choose one Boon from the options listed in the Hero Victory section on page 32.

Cache: Akbitanan Sword, Anchor, Atlantean Axe, Bossonian Bow, Buckler, Chain Mail, Cutlass, Dagon's Circlet, Dagger, Heavy Spear, Leather Armor, Lockpick, Mantle of Gullah, Parrying Dagger, Scale Mail, Sorcerer's Scepter (see page 22), Spiked Shield, Stygian Cloak, Sword, Throwing Knives, Tribal Mace

Spells: Bori's Rage, Born by the Wind, Mitra's Halo, Mitra's Healing, Pestilential Swarm, Set's Halo, Summon Demon (Outer Dark Demon), Telekinesis, Ymir's Retribution, Yog's Hunger

Four Player Mode

- After setup, each Hero moves 6 gems from their Reserve to their Fatigue zone.
- Assign the Baal-pteor tile and Activation token to the Sellsword.
- Reminder: The Overlord activates four times per turn.

Sellsword



Substitutions

Temple of Set (easier): Replace the Bossonian Guards with Skeletons, the Khitan Acolytes with Mummies, and the Manifestation of Mitra with the Manifestation of Yog.



Temple of Gullah (harder): Replace the Bossonian Guards with Pict Hunters, the Khitan Acolytes with Black Ones, and the Manifestation of Mitra with the Nameless Horror.





1

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8



15

Hero Victory: If the Heroes win, they are awarded 1 Victory Point per surviving Hero. Consult the Victory Chart on page 13 to see how history will remember you.

Hero Defeat: If this scenario results in a Defeat, lose one Victory Point. Consult the Victory Chart on page 13 to see how history will remember you.

THIS ENDS THE
**BETRAYAL OF THE
INFERNAL SHAMAN**

Adventure book







With Akivasha's cruel kiss drying on his neck, Conan the Cimmerian plunges deeper into the nighted halls of the dead. But what brings the King of Aquilonia to these labyrinthine depths beneath black-walled Khemi? After all, a man of the north has as much cause to visit a Stygian city as a wolf does a pit of snakes. But somewhere in this crypt, among the remains of long-dead kings, queens, and generals of ancient Stygia, lies the Heart of Ahriman—an uncanny bloodstone of the Acheronian Empire and King Conan's only hope of regaining his throne.

Knowing the Heart is near, he stalks closer, noting the black robes and flashing blades of the acolytes surrounding an altar. On top of this lie the mummified remains of Thothmekri—an adept of the Black Ring—stirring with unnatural life, bathed in the ruby glow of a great jewel burning upon his breast. One of the robed priests looms over the altar, chanting strange words and raising his hands in exultation...

But the incantation is never finished.



Winning the Game:



The Heroes win the game if Conan and Xaltotun reach zone 1  before the end of turn 8.



The Overlord wins the game immediately if they kill at least one Hero, or if both Heroes have not reached zone 1  by the end of turn 8.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 2 Heroes:

- Conan the Pirate (Atlantean Axe, Chain Mail)
- Xaltotun (Parrying Dagger, Spells: Ymir's Retribution, Yog's Hunger, Mitra's Healing, Telekinesis, Set's Halo) Xaltotun starts with Set's Halo cast.



After setup, the Heroes move 0 gems from their Reserve to their Fatigue zone.



The Overlord starts with 6 gems in their Reserve zone and 2 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



When the Event tile is activated, the Overlord may complete **one or both** parts of the Event in the order presented.

Reinforcements: The Overlord gains 4 reinforcement points

Crumbling Crypt: This crypt is ancient and unstable. When the Event is activated, after any reinforcements have been placed, place a Boulder or Web token in any area to denote falling debris. All units in that zone suffer 1 unavoidable damage. Any unit leaving an area with a Boulder/Web token must spend an additional Movement Point for each Boulder/Web token in the area. This is not considered Hinderling. Xaltotun may target Boulder/Web tokens using the Telekinesis spell as if the token was an item, but rather than giving the token to Xaltotun as you would an item, remove the token from play.



Substitutions:

Demon of the Earth can substitute for the Giant Snake.

Special rules:

Thothmekri: Use Xaltotun's Hero sheet to represent Thothmekri, a mummified high priest of Set. As the scenario begins, the Heart of Ahriman has just been placed on his breast and he has partially returned to life. Thus, he is unable to leave the area in which he begins play until Conan enters his area and performs a simple Manipulation to wrest the jewel from his body. Once the jewel has been removed, Thothmekri can move freely. The Heart of Ahriman has no other mechanical purpose in this scenario. Players may wish to use an alternative miniature to represent Thothmekri such as Nahtohk, Thoth-Amon, or a Mummy, but that is purely optional.

Keys/Doors: Both doors require the keys to open. A Hero with the Keys may open a door by performing a simple Manipulation.

The Barricade: The Barricade (palisade token) is destroyed after it receives 3 damage. Alternatively, Conan may use Wall-wrecker to pass through. Once he is on the other side, remove the palisade token.





The echo of an earth-shattering explosion faded as chunks of rubble smashed and ricocheted into the courtyard. Thick smoke billowed from the gaping hole that moments ago was a fortified iron gate. "Steel yourselves, men!" Conan called from the opposite ramparts. Nervous soldiers, plastered with dust and soot, slowly rose from cover and tightened the grip on their weapons.

A green aura glowed in the tower behind them as sorcerers recited ancient incantations. As the light reached the granite statue of Mitra in the courtyard below, debris dislodged from joints dormant for centuries. The divine fury of a benevolent deity pushed beyond the limits of mercy slowly came to life, incarnate in living stone. Conan loathed sorcery, but these were desperate times.

As the dust cloud thinned, an enormous slithering horror loomed where the iron gate once stood. All the horror of Acheron manifest itself in that writhing mound of flesh. The avatar of Yog, the cannibal god, lashed out with its greedy tentacles, snatching soldiers and dashing their brains upon the walls.

Conan stood upon the wall, senses reeling as the horrid entity trundled into the courtyard. "Crom," he gasped, fighting to quash the urge to flee that welled up in any man when confronted with such extraterrestrial otherness. Thews tightening, his senses cleared. He knew what to do. Drawing his sword, Conan shouted, "Courage, men! There's nothing in the Universe that cold steel won't cut."



Winning the Game:



The Heroes win the game if they kill the Manifestation of Yog.



The Overlord wins if they kill the Manifestation of Mitra.



Suggestions for 4 Heroes:

- Conan the Conqueror (Conan's Sword, Scale Mail, Commands 2 Ballista Pirates, 2 Bossonian Guards)
- Hadrathus (Nemedian Poniard, Ymir's Retribution)
- N'Yaga (Ornamental Spear, Magical Dizziness, Mitra's Healing)

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

Substitutions:

Pelias or Zelata can substitute for N'Yaga or Hadrathus. Conan the General or Amra can substitute for Conan.



9



The game starts with the Overlord's turn. The Heroes start in the areas indicated by the setup diagram.

The Overlord starts with 10 gems in their Reserve zone, 0 gems in their Fatigue zone and the Recovery token showing a Recovery Value of "5" in the Book of Skelos.



Relentless Fanatics: The Overlord gets 6 reinforcement points . Only 1 model may be placed in a Reinforcement area. All reinforcements may immediately move using their Movement Points. The Overlord may not spend gems to increase this move.



Xaltotun has Yog's Hunger, Rending the Veil and Whirlwind. **Substitution:** The Warlock can substitute for Xaltotun.



13



4



Special rules:

Aura of Mitra: To activate the Manifestation of Mitra as an Ally (using normal Ally rules) or use the Guard action for the Manifestation of Mitra, a Hero must have Spell Caster and be in the area with the Energy Marker . Only one Hero may activate the Manifestation per turn.

Divine Fury: The Hero activating the Manifestation of Mitra can use its Wall Wrecker skill (spending gems as necessary) to attack the Manifestation of Yog when moving into or out of an area with the Manifestation of Yog. Roll the Manifestation of Mitra's Attack dice. Each die with at least 2 symbols deducts 1 point from the Manifestation of Yog's Armor value. Then the Hero moves the Manifestation of Yog into an adjacent area of their choice, regardless of the damage.

Ethereal Attack: Once per turn, the Manifestation of Yog can use its Intangible skill to attack the Manifestation of Mitra when moving into or out of an area with the Manifestation of Mitra. Roll the Manifestation of Yog's attack dice. Each die with at least 2 symbols deducts 1 from the Manifestation of Mitra's Armor value. Then the Overlord moves the Manifestation of Mitra into an adjacent area of their choice, regardless of the damage.

Staggering Gods: When a Manifestation is forced into a parapet area by another Manifestation, place a Boulder token in the area. It is now considered a Rockslide area. Only 1 can be placed in an area. Place a Wrecked Wall token on any courtyard wall, door or tower wall border that was crossed.

Guard Actions: The Overlord and the Hero commanding a Manifestation may spend gems to Guard against damage to their Manifestation's Armor value. During a Guard action, each die that shows at least 2 symbols reduces the amount of Armor damage received by 1.

Fortified Doors: Doors cost 1 extra movement point to move through. Remove the door token after it is moved through.

"There's nothing in the Universe cold steel won't cut": A Manifestation cannot be damaged until its Armor value has been reduced to 0. At that point, reset its Armor Value to 2 and now it may be damaged normally by any unit.

Yog's Hunger: Damage from Yog's Hunger directly reduces the Manifestation of Mitra's Armor value by the number of symbols rolled.

Rockslide Areas: A character can move into a rockslide area from an adjacent area. The character must spend 1 extra movement point to move out, unless the character has Climbing. The Manifestations are not affected by the Rockslide area rules.

Chests: Chests require a simple Manipulation to open. The asset deck contains: Heavy Spear, Conan's Great Sword, Spiked Mace, Khitan Staff



The doomed crew had made a bold stand. They lay, feathered thoroughly with pirate arrows. Heavily armed mercenaries and port thugs were boarding the sinking ship ready to claim their prize; a stowaway Vendhyan princess.

Conan and his companions had embarked on a ship sailing from Ahgrapur and, not two days into the voyage, the stowaway was discovered. She told a harrowing tale of escaping the relentless advances of a petty noble, the satrap of an insignificant city state.

The princess fled, using her jewelry and her charm to reach Ahgrapur. Out of jewels and out of ideas she had stolen onto the ship only to be discovered amidst the cargo. Shortly thereafter black sails appeared on the horizon. A slaver's ship, out of Khawarism, in dogged pursuit.

The jilted suitor had spent enough money, or enough sorcery, to convince these sea dogs to spill their lives in his service. Their glazed eyes strongly suggested sorcery.

Conan quickly realized the pirates' objective; the princess. He wrenched his sword free from a twitching pirate corpse and cursed; "The devil take that woman and my blade will take the rest!"



Winning the Game:



At the end of turn 6, if the Princess is on the ship where the Heroes started the game, the Heroes win.



At the end of turn 6, if the Princess is on the ship where Skuthus started the game, the Overlord wins.

The Princess wins if she is in a water area at the end of turn 6. She is equally disgusted with both sides.



Suggestions for 3 Heroes:

- Conan the Pirate (Conan's Great Sword, Buckler)
- Belit (Chain, Nemedian Poniard, Chain Mail)
- Shevatas (Cutlass, Throwing Knives)



After setup, each Hero moves no gems from their Reserve zone to their Fatigue zone.

Substitutions:

Valeria or Amboola can substitute for Belit. Zenobia can substitute for Shevatas.



The game starts with the Overlord's turn. The Heroes start in the areas indicated by the setup diagram.



The Overlord starts with 3 gems in their Reserve zone, 7 gems in their Fatigue zone and the Recovery token showing a Recovery Value of "5" in the Book of Skelos.



Reinforcement: The Overlord gains 3 Reinforcement Points .



Skuthus has a Dagger and the following Spell Cards - Telekinesis, Mind Control (see FAQ on page 3).



Substitutions:

The Overlord may substitute Khemsa (with 7 Life Points) for Skuthus.

Special rules:

Set Up: Place 3 Wrecked Wall tokens and Anchor equipment card on the board as indicated on the set-up diagram. Place the Princess tile on the table for reference.

Princess: On the Heroes' turn, a Hero player may move the Princess using the Movement points listed on her tile if there are no Overlord units in her area. Her movement may not be increased by a Movement Bonus. The Princess may never be attacked.

Rescuing the Princess: A Hero in the same area as the Princess may use a simple Manipulation to pick her up and carry her. Give the Princess' Life Point token to the Hero that is carrying her. The Princess is considered to be an object with an Encumbrance value of 3.

Capturing the Princess: Whenever an Overlord unit moves into the Princess's area, the Princess is automatically captured and is immediately moved along with the Overlord unit. If a Hero was carrying the Princess, they must give her life point token to the Overlord.

Leap: Any character with the Leap skill may move the Princess with them when they perform a Leap. If a character fails their Leap, place them (and the Princess, if they were carrying her) into the area that they were trying to Leap across.

Telekinesis: Skuthus can use Telekinesis to move the Princess, even if she is being carried, into any area adjacent to her present position or to move the Princess across a Leap area.

Elite Ballista: When the Elite Ballista attacks place a Wall Wrecker token in the ship area of the Hero that was targeted.

Wall Wrecker Tokens: An area with a Wall Wrecker token does not cost extra to move into, however it costs 2 extra Movement Points to leave. If a character has Swimming it only costs 1 extra Movement Point. A character may also use their Leap (1) skill to move across the area. Only 1 Wall Wrecker token may be in any area. Wall Wrecker tokens are not limited to those available; use any other token as needed.

Water Areas: The Water areas around the Ships do not cost extra to move into, however it costs 2 extra Movement Point to move out of. If a character has the Swim skill it only costs 1 extra Movement Point. The Princess maybe moved into a Water area.

Chests: The asset deck contains: Spiked Shield, Life Potion, Life Potion, Life Potion



"Before Arus, well-meaning servant of Mitra, came unto the Picts there existed no word for "subtlety" in the Pictish tongue."

- The Nemedian Chronicles

Gorm and his tribal warriors have traveled down the Black River into the Zingaran borderland. The Pict leader is young and fierce, but his heart desires iron weapons, for such a thing would surely secure his hold on power. In some unnamed town, he lurks outside a ramshackle inn with three highly trained mercenaries on a special mission: kidnap a Cimmerian who is said to have knowledge of weaponsmithing.

Gorm learned of this weaponsmith from the mercenary to his right, a Cimmerian warrior named after the legendary king of Aquilonia from centuries ago. To aid in capturing the man alive, Gorm enlisted the aid of the mercenary on his left, a devotee of a mysterious sect specializing in unarmed combat. The final mercenary, a woman claiming royal blood who rebelled against the pampered life to become a rogue, had already entered the inn, promising to persuade the Cimmerian to come willingly or sedate him if that failed.

"Where is the signal?" Gorm growled, fingering his mace.

"Patience, Gorm," the warrior replied. "She has only been inside a moment."

"The woman takes too long - we take what we want, NOW!" With a roar, the Pictish chief charged the door, shattering it inward to the surprise of the pirates gathered therein, and to the dismay of Octavia among them, separated from her allies.



Winning the Game:



At the end of turn 7, if the Heroes have exited the board with Conan the Pirate alive, they win the game.



At the end of turn 7, if Conan the Pirate is still in the inn or the Heroes are dead the Overlord wins as troops from the nearby Zingaran outpost come to investigate.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 4 Heroes:

- Gorm (Spiked Mace, Tribal Mace)
- Baal-pteor (Caestus, Buckler)
- Octavia (Cutlass, Nemedian Poniard)
- Conan (Conan's Sword, Zamorian Chain)



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 7 gems in their Reserve zone, 5 gems in their Fatigue zone and the Recovery token showing a Recovery Value of "5" in the Book of Skelos.



Reinforcement: The Overlord gains 4 Reinforcement Points



10



10



Special rules:

Take Him Alive!: Conan The Pirate may be damaged as normal until his final life point, which must be dealt via unarmed combat to render him unconscious. If not, the Heroes fail. Once unconscious, a Hero may pick him up with a simple Manipulation. Conan the Pirate's encumbrance value is 6.



Bestial Invasion: The Haunter of the Pits, captured by the pirates for a Zingaran collector of rare wildlife, is agitated by the sounds of battle. At the beginning of every Overlord turn, before any other action, he will attack the interior door. Only reroll blank results. The door has 1 armor and 5 Life points.

At the start of every Overlord turn after the door is destroyed, the Overlord and one of the Players rolls with no rerolls allowed. The highest result wins (ties go to the Overlord) and controls the Haunter until the beginning of the next Overlord turn. For the entire round, the Haunter of the Pits acts as a unit for its controller.

6

The Haunter of the Pits activation does not count toward the normal activations for the Overlord and does not require any gem expenditure to activate as an Ally. Neither side may spend gems on Benefits (Movement, Guard, or Rerolls).

Jebbal Sag's Song: The token denotes a beast hide strung up on stakes by the wall. This beast hide was the Haunter's mate, but was killed for sport. A Hero may perform a complex Manipulation with difficulty of 2 to take the hide and wear it. Give this player the Mantle of Gullah equipment card. A Hero wearing the Mantle of Gullah may perform a complex Manipulation of 2 to create grunting sounds that will allow the player to control the Haunter of the Pits for the round; this must be done at the start of every Overlord turn before any other action. The Hero's stance does not matter for this action and line of sight is not required. If the complex Manipulation is failed, proceed to the die roll for control.



Map Rules: Normal map rules apply, including the table and bar rule. In addition, the red door cannot be opened by any means.

Doors: A unit may spend one movement point to open the door to the rooms with the pirates.

Chests: Pay one gem for a simple Manipulation to open chests: 2 Life Potion, 1 Throwing Knives, 1 Shield



Vile sorcery has transformed the emblem of the immortal phoenix, which broods forever over the tomb of Epemitreus, into an encircling serpent, causing darkness to fall across the civilized kingdoms.

The once pure idols of Holy Mitra have been animated and bent to the evil will of the serpent god, Set. Hundreds of priests and worshippers fell to these monstrous statues.

After escaping one such attack while worshipping, the Nemedian princess Octavia received a vision from Mitra, telling her to venture to the black heart of Mount Golamira and slay the avatar of the corrupted idol and the sorcerer whose magic keeps it alive. Calling on her friend Conan and a few allies, Octavia now makes haste to Aquilonia to halt the effects of the spell before the dark magic of a lunar eclipse renders the spell permanent.



Winning the Game:



If the Heroes kill Xaltotun and the Manifestation of Mitra before the end of round 8, the Heroes win the game.



At the end of round 8, if either Xaltotun or the Manifestation of Mitra are still alive, the Overlord wins the game.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 4 Heroes:

- Conan the Pirate (Atlantean Axe, Chain Mail)
- Baal-pteor (Sword, Net, Leather Armor)
- Octavia (Stygian Cloak, Cutlass, Dagger, Throwing Knives)
- N'Yaga (Parrying Dagger, Stygian Artifact, Mitra's Healing, Ymir's Retribution, Whirlwind)



After setup, the Heroes move 5 gems from their Reserve to their Fatigue zone.

Substitutions:

Conan the Thief, or Conan the Warlord can substitute for Conan the Pirate.

Olgert Vladislav can substitute for Baal-pteor.

Valeria - Warrior can substitute for Octavia.



The Overlord starts with 4 gems in their Reserve zone and 8 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcements: The Overlord gains 4 reinforcement points . Reinforced Deep Ones spawn in the area with the well . Reinforced Ghouls and Khitan Acolytes spawn as normal.



Xaltotun has Set's Bite, Set's Halo, and Energy Drain.



Special rules:

Altars: A Hero holding the Stygian Artifact in an area with an altar token  may attempt a complex Manipulation with difficulty of 1 to destroy the altar. Place the token on the Manifestation of Mitra's tile. For each token on the Manifestation of Mitra, reduce its Armor by 2.

Doors (Heroes): All doors require a complex Manipulation roll of 2 (or Wall Wrecker) to open.

Doors (Overlord): All doors require one additional Movement Point to move through. Do not remove the door.

Poison: When attacked by a Deep One, instead of suffering damage as usual, a Hero must place a number of poison tokens  equal to the amount of damage either on the Melee Attack or the Move space of their Hero's sheet. Each poison token on an action space reduces by 1 the exertion limit of that action. When both exertion limits are reduced to zero, that Hero immediately dies. If additional poison tokens are needed, you can use any other token to represent them.

Life Potion: When consuming a Life Potion, the Hero may choose to either remove all poison tokens on their Hero sheet or recover gems as usual.

Map Rules: Standard map rules apply.

Chests: Chests require a complex Manipulation with difficulty of 1 to open. The asset deck contains: Khitan Staff, Heavy Spear, Cross-bow, Life Potion.



N'Yaga, once a companion of Conan's, has awakened an ancient evil by meddling with the Heart of Ahriman. Now, he is in the thrall of Xaltotun and must help the ancient Pythonian in his quest for vengeance. Accompanied by Baal-pteor and Shevatas from beyond the grave, this group of once-dead villains enter the forbidden temple of Asura to kill Hadrathus and exact their revenge.

Hadrathus knows the deadly power held within that glowing gem, and magically seals himself in his chambers. From there, he coordinates the temple's traps and defenses while the high priestess and her faithful acolytes fend off the intruders.



Winning the Game:



If Xaltotun enters the room with Hadrathus while in possession of the Stygian Artifact before the end of round 7, the Heroes win the game.



At the end of round 7, if the Overlord has prevented Xaltotun from entering Hadrathus's chamber with the Heart of Ahriman, the Overlord wins the game. The Overlord also wins if Xaltotun is killed.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 4 Heroes:

- Xaltotun (Stygian Artifact, Parrying Dagger, Set's Halo, Mind Control) 2 Bossonian Guards (Blue), 2 Bossonian Guards (Red)
- Baal-pteor (Chain Mail, Akbitanan Sword)
- Shevatas (Leather Armor, Cutlass, Nemedian Poniard, Throwing Knives)
- N'Yaga (Tribal mace, Mitra's Healing, Whirlwind, Yog's Hunger)



After setup, the Heroes move 5 gems from their Reserve to their Fatigue zone.



The Overlord starts with 6 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



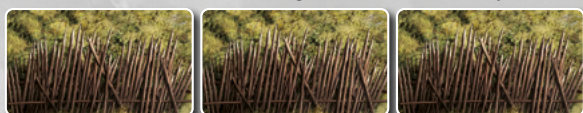
Choose One:

Reinforcement: The Overlord gains 4 Reinforcement Points

Collapse: Rubble falls from the ceiling, dealing damage to everyone in the area. The area now requires 1 extra movement point to enter and exit for anyone without Climb. Use a Rubble token to mark these zones. The Overlord has 3 tokens to use.



Barricade: A barricade falls from the ceiling that blocks movement and lines of sight until it is destroyed or opened via Wall Wrecker. Place a barricade token on the border of any zone or doorway. Barricades extend across the entire border, no matter how long, and never cover more than one border, no matter how short. Barricades have 2 armor, 4 health, and are removed from the game when destroyed. The Overlord has 3 tokens to use.



Animate Statue of Asura: Add the Manifestation of Mitra tile to the end of the River. It may now be activated.



Special rules:

Hadrathus: Hadrathus does not activate or move.

Thalis: When Thalis activates, she may steal the Stygian Artifact from anyone in her area (or pick it up from the floor), but she must immediately give it to an Acolyte in her area or an adjacent area or else she drops it. Fascination protects her from all spell effects.

Climbing: A character with Climb can move across rubble as though it were a normal border.

Doors: All doors require a complex Manipulation roll of 4 (or Wall Wrecker) to open, except for the door leading to Hadrathus, which can only be opened with the Key. Overlord units can move through a door by removing it for 1 extra movement point.

Manifestation of Mitra: The Manifestation of Mitra represents a statue of Asura. Until the statue is animated through an event, it does not activate, cannot be harmed, and does not count towards hindering.

Acolytes: Cannot trade or pick up the Stygian Artifact, but may carry it if given by Thalis. If killed, an Acolyte carrying the Stygian Artifact will drop it in the area where he was killed.

Map Rules: Standard map rules apply.

Chests: The Asset Deck contains: Key, Empty Chest, Life Potion



The wizard Xaltotun has captured Korum-ta, the son of Gorm, a powerful Pict chieftain, and is holding him hostage in exchange for the Panther clan joining Xaltotun's growing army. Angered beyond rage, Gorm did something no Pictish chief had done before: he reached out to the king of Aquilonia to form an alliance on condition that the Aquilonians help rescue Korum-ta.

King Conan and Queen Zenobia, eager for peace on their western front, travel with their retinue to Akanu in the western region of the Bossonian Marches where their spies indicated activity in an old abandoned fortress. Sure enough, they find Korum-ta unguarded save for a mystical field of energy imprisoning him.

It isn't long before Gorm arrives with his army of Pict hunters, and together they attempt to solve the riddle of releasing Korum-ta. Just as Gorm's scouts call out their discovery of three altars in the fortress towers, beasts scale the ramparts and slaughter all but those in the courtyard.

From the collapsed tower, Xaltotun's voice echoes out. "Your disobedience has cost me an army, Gorm, but gained me something better. Revenge! Conan, there will be no escape this time!"



Winning the Game:



If one or more Heroes have fled the citadel with Korum-ta before the end of round 8, the Heroes win the game.



At the end of round 8, Ghouls arrive in massive numbers and overwhelm the Heroes; the Overlord team wins.



Suggestions for 4 Heroes:

- Conan the Conqueror (Atlantean Axe, Mantle of Gullah, Spiked Shield)
- Zenobia (Cutlass, Leather Armor, Throwing Knives)
- Gorm (Sword, Spiked Mace, Chain Mail)
- Hadrathus (Parrying Dagger, Stygian Cloak, Yog's Hunger, Mitra's Halo, Rending the Veil)

Allies (Elite Ballista, 3 Bossonian Guards, 3 Pict Hunters)



After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn. The Heroes start in the areas indicated by the setup diagram.



The Overlord starts with 4 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 6 reinforcement points



Xaltotun has Summon Demon (Nameless Horror) and Ymir's Retribution.



6



Dark Hero

Once summoned, the Nameless Horror is controlled by either the Overlord or a sixth player. Use the Nameless Horror Hero sheet rather than an Overlord tile. If the Nameless Horror is controlled by a sixth player, that player is a member of the Overlord's team and shares the Overlord's win condition.



Special rules:

Energy Prison: Korum-ta is imprisoned in an energy field . To remove the energy field, the Heroes must destroy the three altars maintaining its power. To destroy an altar, a Hero must be in the same area as the altar and spend 1 gem on a simple Manipulation. Once all three altars are destroyed, remove the energy field token and place a Pict Hunter model with a red base in the area to represent Korum-ta.

Korum-ta: Korum-ta is unconscious, counts as an object with an encumbrance value of 6, and can be picked up by a Hero with a simple Manipulation. Korum-ta has 2 life points, 1 armor, and cannot be targeted while being carried.

Summoning the Nameless Horror: When Xaltotun summons the Nameless Horror, place the model in Xaltotun's area. Whenever the Nameless Horror is summoned, it has all gems in its Reserve zone. The Nameless Horror is dismissed at the end of the round unless the Overlord leaves 2 gems on the Summon Demon card. The Overlord can dismiss the Nameless Horror at any time by moving those gems to the Fatigue zone. If the Nameless Horror is dismissed or dies, it drops any objects it was carrying in its area.

Activating the Nameless Horror: After the Overlord finishes their turn each round, the Nameless Horror takes its turn. The Nameless Horror does not suffer the effects of the unarmed penalty, but may equip and use weapons like a Hero. The Nameless Horror does not recover gems as normal. Instead, it must use a free action during its activation to consume an Overlord-controlled minion it can access with its Reach skill. Each minion consumed in this manner restores 1 gem from its Fatigue zone to its Reserve zone. There is no limit to the number of times the Nameless Horror can use this free action. Consumed minions may NOT use Attack from Beyond. Remove consumed minions from the board once eaten.

Doors: A Hero in an area adjacent to a door can perform a complex Manipulation with difficulty of 3 to pick the lock. Overlord units may freely move through doors. In either case, whenever any unit moves through a door, remove the door from the board.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains Anchor, Khitan Staff, Nemedian Poniard.

Fleeing the Citadel: A Hero can flee the citadel from an area at the edge of the board by spending movement points as though moving across a border and removing the Hero's model from the board. Once a Hero has fled, the Hero's model cannot be returned to the board.

Map Rules: Normal map rules apply. Despite its base size, the Nameless Horror can fit into any area as long as it is Unoccupied. Refer to page 22 of the Heroes' Book for Falling Damage if jumping from the citadel walls.

3-4 DEPTHS OF THE LOST CITADEL

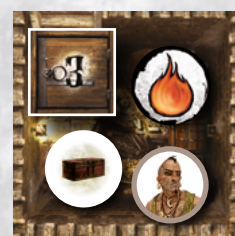
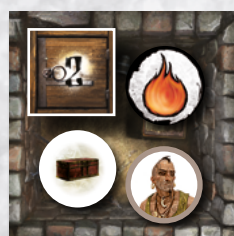
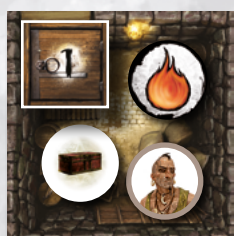
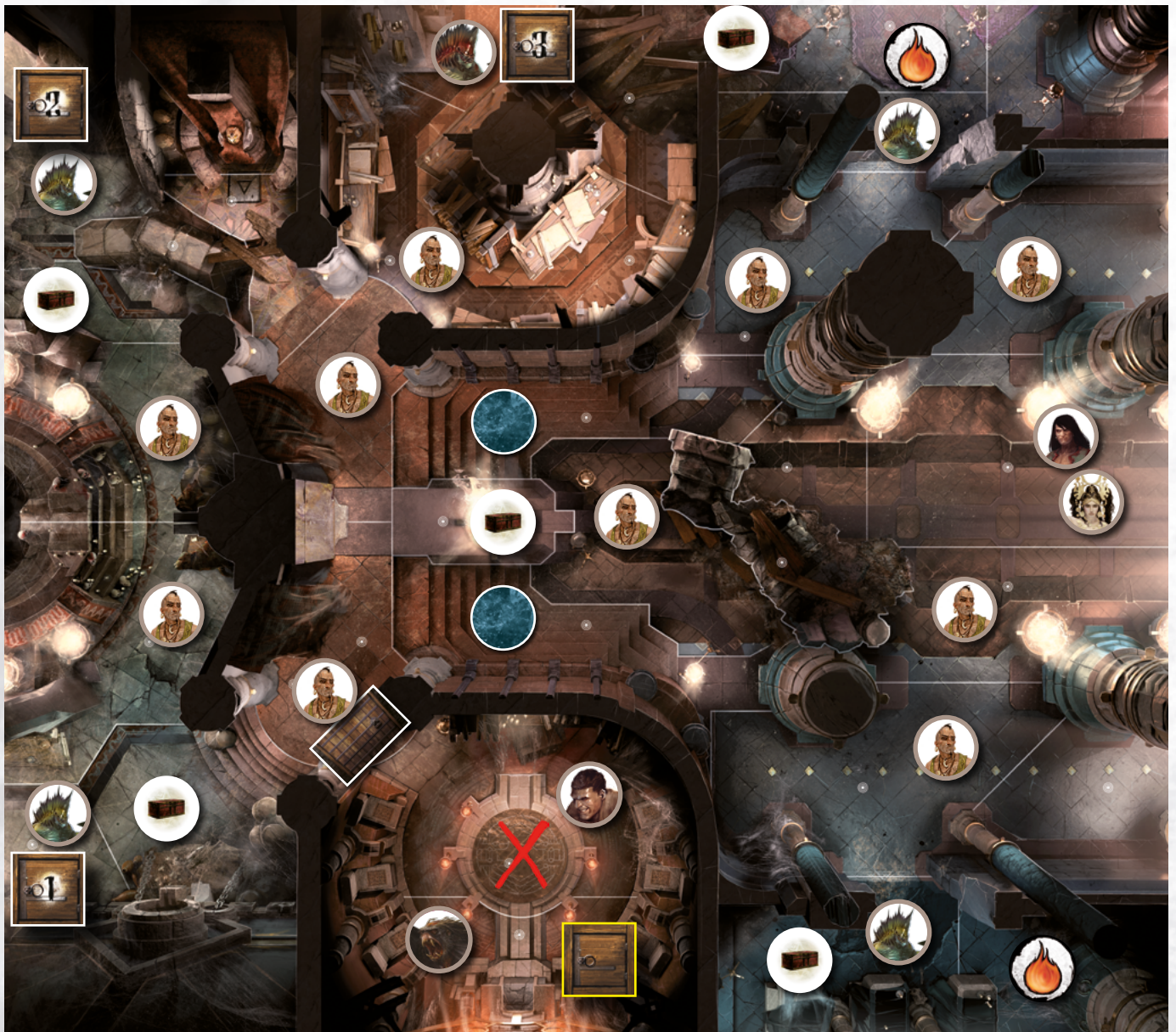
The siren song of ancient treasure lured the crew of the *Tigress* into a fog shrouded cove. The fabled Citadel of Dagon brooded above, built into the jagged cliffs. The ship suddenly struck a reef. Belit cursed. Obviously, a trap. She should have been more cautious.

The crew worked into the night to free the ship. Suddenly, a hideous screech bellowed out from above followed by a terrible flapping of wings. A hapless crewman cried out and disappeared aloft, into the fog.

Belit and Conan quickly made for shore with a small, terrified crew. They tracked the winged horror to a cliff side cave. A smooth, algae covered stairway led down and opened up into a sprawling gallery. A foul temple of Dagon, reeking of sea creatures and leaking pungent water from every crack in the ceiling. Oily torchlight flickered, reflecting off the hijacked treasure of centuries of ships wrecked on the reefs. Forgetting the danger, the crew gasped in astonishment and started toward the treasures.

"Caution fools!" Conan hissed, but it was too late. The crew wandered into the depths of the lost citadel, filling their pouches with loot. It was then Conan noticed the bulbous fish eyes peering at them from the dank corners of the temple. Then the screech of the Winged One filled the gallery.

Conan turned to flee the gallery. Belit shook off his hand clutching her wrist. The madness of greed burned in the Pirate queen's eyes. She would not leave until she had enough gold to pay her crew...or replace them.



Winning the Game:



Heroes win if they bring 9 points of treasure to their starting area or if Baal-pteor is killed.



The Overlord wins if 6 Pirates are sacrificed or 1 Hero is Constricted and killed by Baal-pteor.

If both heroes are killed and none of the above conditions are met, the game ends in a tie.



The game starts with the Heroes' turn. The Heroes start in the areas indicated by the setup diagram.

Suggestions for 2 Heroes:

- Conan the Pirate (Cutlass, Net, Stygian Cloak)
- Belit (Zamorian Chain, Leather Armor, Dagon's Circlet)



After setup, the Heroes move 4 gems from their Reserve to their Fatigue zone.

Substitutions:

For thematic reasons you may wish to use the Heroes and Equipment cards from the Brom Box. In that case, use the substitution suggestions below. In addition, both Heroes are considered to have the Leadership skill.

- Conan the Thief (Short Sword, Net, Stygian Cloak)
- Belit, Queen of the Back Coast (Zamorian Chain, Leather Armor, Dagon's Circlet)



The Overlord starts with 3 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



When the Event tile is activated, the Overlord may choose 1 action.

Lurkers: Reinforce 2 Deep Ones or 1 Deep One Champion

Waters Rise: Place a Water token in an area adjacent to another Water token. Tokens are not limited to what is available, choose a suitable substitute.

The Strangler: Activate Baal-pteor.



Dark Hero

The Winged One is controlled by either the Overlord or a fourth player. The Winged One starts in the area indicated by the setup diagram. The Winged One follows the normal rules for a Hero but activates at any point during the Overlord's turn. The Winged One is considered an Overlord unit and cannot attack Overlord Minions or pick up Treasure tokens.

- Winged One (Caestus)



After setup, the Winged One moves 4 gems from its Reserve zone to its Fatigue zone.



Special rules:

Treasure: During setup, the Overlord shuffles together four Treasure tokens  with the number  and four Treasure tokens with the number  and randomly places the Treasure tokens as indicated on the setup diagram. A Hero must use a simple Manipulation to pick up a Treasure token. A Treasure token's weight and point value are the number printed on them. A Treasure token may be dropped at any time and is placed in the area if a character is killed.

Map Rules: Normal map rules apply. A unit may move between an area with a numbered Trap Door token  and the corresponding Hidden Chamber as if it were a normal border. A unit may move between the area with the yellow-bordered trap door and ANY Hidden Chamber. These areas are considered adjacent and have line of sight to each other. Leaving an area with a Water token  costs 2 extra Movement Points to leave, 1 extra for a character with Swimming. Overlord units are not affected by Water areas.

Alchemy: The Winged One may move 1 gem from its Reserve zone to its Wound zone to gain Evasive until the end of the Overlord's turn.

Door: To open the door, a Hero must use the Wall Wrecker skill on it. A Hero with Flying may cross the border with the Door token, but do not remove the token.

Water Traps: When a Treasure token with the number  is flipped over, place a Water token  in the area.

Greedy Pirates: The Pirates are entranced by the piles of treasure. They cannot activate or move, and do not count for hindering. Heroes may only use Leadership for Guard actions, and only on pirates who are NOT already poisoned.

Poison Skill: When a Deep One or a Deep One Champion kills a Pirate, do not remove it from the game. Instead, place a Poison token  on it. Only a Pirate with a Poison token may be picked up and carried by the Winged One.

Demented Devotion: All Overlord units are determined to sacrifice to Dagon. They cannot attack a Hero until all the Pirates have Poison tokens. If the Winged One is killed, the Overlord no longer has to poison the Pirates and may attack the Heroes normally.

Sacrifice of Dagon: The Winged One must bring victims to the temple Strangler, Baal-pteor, for sacrifice. The Winged One may use a simple Manipulation to pick up a Pirate with a Poison token. Each Pirate weighs 3.

Altar of Dagon: The area marked with a red X is the Altar of Dagon. Baal-pteor has the Fascination skill while in the area with the Altar of Dagon.

Temple Strangler: To sacrifice a Pirate, Baal-pteor must attack a Pirate with a Poison token on the Altar of Dagon and trigger the Constricted skill. If successful, remove the Pirate from the game and count them toward the Overlord victory. If Baal-pteor kills a Pirate in any other manner, or fails to trigger the Constricted skill, do not count them toward the Overlord victory. If the Winged One is killed, Baal-pteor may sacrifice Pirates with a Poison token outside of the altar room.

Special thanks to our play testers

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Artbook



Conan the Conqueror

What do I know of cultured ways, the guilt, the craft and the lie? I, who was born in a naked land and bred in the open sky. The subtle tongue, the sophist guile, they fail when the broadswords sing; Rush in and die, dogs—I was a man before I was a king."

The Phoenix on the Sword, R. E. Howard



Zenobia

But I am no painted toy; I am of flesh and blood. I breathe, hate, fear, rejoice and love. And I have loved you, King Conan, ever since I saw you riding at the head of your knights along the streets of Belverus when you visited King Nimed, years ago. My heart tugged at its strings to leap from my bosom and fall in the dust of the street under your horse's hoofs."

Color flooded her countenance as she spoke, but her dark eyes did not waver. Conan did not at once reply; wild and passionate and untamed he was, yet any but the most brutish of men must be touched with a certain awe or wonder at the baring of a woman's naked soul.

Hour of the Dragon, R. E. Howard



Xaltotun

In that light the figure seated in a silver, throne-like chair before him seemed unreal and fantastic, with an illusiveness of outline that was heightened by a filmy silken robe. But the features were distinct—unnaturally so in that uncertain light. It was almost as if a weird nimbus played about the man's head, casting the bearded face into bold relief, so that it was the only definite and distinct

reality in that mystic, ghostly chamber. It was a magnificent face, with strongly chiseled features of classical beauty. There was, indeed, something disquieting about the calm tranquility of its aspect, a suggestion of more than human knowledge, of a profound certitude beyond human assurance.

Hour of the Dragon, R. E. Howard



Khitan Acolytes

Far have I followed you, oh king of Aquilonia," said the Khitan calmly. "Down the long river, and over the mountains, across Poitain and Zingara and through the hills of Argos and down the coast. Not easily did we pick up your trail from Tarantia, for the priests of Asura are crafty. We lost it in

Zingara, but we found your helmet in the forest below the border hills, where you had fought with the ghouls of the forests. Almost we lost the trail again tonight among these labyrinths...the long trail ends here."

Hour of the Dragon, R. E. Howard



Ghouls

Ghouls, men called them, eaters of human flesh, spawn of darkness, children of unholy matings of a lost and forgotten race with the demons of the underworld. Somewhere in these primitive forests were the ruins of an ancient, accursed city, men whispered, and among its tombs slunk gray, anthropomorphic shadows...

Hour of the Dragon, R. E. Howard



Baal-pteor

Your head, Cimmerian!" taunted Baal-pteor. "I shall take it with my bare hands, twisting it from your shoulders as the head of a fowl is twisted! Thus the sons of Kosala offer sacrifice to Yajur. Barbarian, you look upon a strangler of Yotapong. I was chosen by the priests of Yajur in my infancy, and throughout childhood, boyhood and

youth I trained in the art of slaying with the naked hands—for only thus are the sacrifices enacted. Yajur loves blood, and we waste not a drop from the victim's veins...With my hands, barbarian, I shall break your neck!"

Shadows in Zamboula, R. E. Howard



Manifestation of Yog

The people of the city would not suffer him to slay their people, but they care naught for the strangers who fall into his hands. Conan, you are of the West, and know not the secrets of this ancient land. But, since the beginning of happenings, the demons of the desert have worshipped Yog, the Lord of the Empty Abodes, with fire—fire that devours human victims.

Shadows in Zamboula, R. E. Howard



Manifestation of Mitra

Behind an altar of clear green jade, unstained with sacrifice, stood the pedestal whereon sat the material manifestation of the deity. Yasmela looked in awe at the sweep of the magnificent shoulders, the clear-cut features—the wide straight eyes, the patriarchal beard, the thick curls of the hair, confined by a simple band about the temples. This, though she did not know it, was art in its highest form—the free, uncramped artistic expression of a highly esthetic race, unhampered by conventional symbolism.

"This is but the emblem of the god. None pretends to know what Mitra looks like. This but represents him in idealized human form, as near

perfection as the human mind can conceive. He does not inhabit this cold stone, as your priests tell you Ishtar does. He is everywhere—above us, and about us, and he dreams betimes in the high places among the stars. But here his being focusses. Therefore call upon him."

...Then both girls started violently as a voice began in the air above them. The deep, calm, bell-like tones emanated no more from the image than from anywhere else in the chamber. Again Yasmela trembled before a bodiless voice speaking to her, but this time it was not from horror or repulsion.

Black Colossus, R. E. Howard



Deep Ones

In his wanderings he came upon a primitive people inhabiting the island of Dagonia, and it pleased him to give this race culture and civilization, and by his aid they built the city of Dagon and they abode there and worshipped him.

The Devil in Iron, R. E. Howard

Deep One Champion



Bigger, stronger, and more aggressive, the Deep One Champion is always the first into battle.



Children of Gullah

A gray man-ape," he grunted. "Dumb, and man eating. They dwell in the hills that border the eastern shore of this sea. How this one got to this island, I can't say. Maybe he floated here on driftwood, blown out from the mainland in a storm."

"And it was he that threw the stone?"

"Yes...These creatures always lurk in the deepest woods they can find, and seldom emerge. What brought him into the open, I can't say, but it was lucky for us; I'd have had no chance with him among the trees...His kind are creatures of darkness and the silent places, haters of sun and moon."

Iron Shadows in the Moon, R. E. Howard

Haunter of the Pits



Half mythical and altogether horrible, these apes were the goblins of Hyborian legendry.



Conan the Pirate

Water ran in rivulets from his great shoulders and down his heavy arms. His single garment—a pair of bright crimson silk breeks—was soaking wet, as was his broad gold-buckled girdle and the sheathed sword it supported. As he stood at the rail, the rising sun etched him like a great bronze statue. He ran his fingers through his streaming black mane, and his blue eyes lit as they rested on the girl.

Pool of the Black One, R. E. Howard



N'Yaga

Ho, N'Yaga!" her voice twanged like a bowstring.
"Fetch herbs and dress your master's wounds!
The rest of you bring aboard the plunder and cast
off."

As Conan sat with his back against the poop-rail,
while the old shaman attended to the cuts on his
hands and limbs, the cargo of the ill-fated Argus
was quickly shifted aboard the Tigress and stored in
small cabins below deck.

Queen of the Black Coast, R. E. Howard



Pirates

Conan stepped out from among the boulders and faced them, sword in hand. They gave back with yells of menace and surprise; then halted uncertainly to glare at this figure which had appeared so suddenly from the rocks. There were some seventy of them, a wild horde made up of men from many nations: Kothians, Zamorians, Brythunians, Corinthians, Shemites. Their features reflected the wildness of their natures. Many bore the scars of the lash or the branding-iron. There were cropped ears, slit noses, gaping eye-sockets, stumps of wrists—marks of the hangman as well as scars of battle. Most of them were half naked, but the garments they wore were fine; gold-braided jackets, satin girdles, silken breeches, tattered, stained with tar and blood, vied with pieces of silver-chased armor. Jewels glittered in nose-rings and earrings, and in the hilts of their daggers.

Iron Shadows in the Moon, R. E. Howard





Brule, the Spear Slayer

He was a lean-hipped, massive-chested warrior of middle height, dark, like all his race, and strongly built. From strong, immobile features gazed dauntless and inscrutable eyes.

The Shadow Kingdom, R. E. Howard

King Kull

Kull sat upon the throne of Valusia and the hour of weariness was upon him...There was a longing in him for things beyond himself and beyond the Valusian court. An unrest stirred in him, and strange, luminous dreams roamed his soul.

The Mirrors of Tuzun Thune, R. E. Howard



Serpent-Men

A man with the head of a snake!" Kull murmured. "This, then, is a priest of the serpent god?"

"Aye. Tu sleeps unknowing. These fiends can take any form they will. That is, they can, by a magic charm or the like, fling a web of sorcery about their faces, as an actor dons a mask, so that they resemble anyone they wish to."

The Shadow Kingdom, R. E. Howard

Thulsa Doom

The skull-faced one laughed. "Ages ago I died as men did!" he taunted. "Nay, I shall pass to some other sphere when my time comes, not before. I bleed not, for my veins are empty, and I feel only a slight coldness which shall pass when the wound closes, as it is even now closing. Stand back, fool, your master goes; but he shall come again to you, and you shall scream and shrivel and die in that coming. Kull, I salute you."

Delcardes Cat, R. E. Howard



Gorm

Gorm had behind him a heritage of a hundred thousand years of screaming savagery—the pad of the tiger was in his stealthy step, the grip of the gorilla in his black-nailed hands, the fire that burns in a leopard’s eyes burned in his.

[...]

And Gorm, by virtue of this new craft, began to assert his dominance over other clans, partly by war, partly by craft and diplomacy, in which latter art he excelled all other barbarians.

The Hyborian Age, R. E. Howard

